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ACE COMBAT X
Skies of Deception





INTRODUCTION

A tyrant dictator roused a war and attacked its neighboring country. The attack was swift, and with the superior air power, they invaded the land in just a matter of days. With a ragtag, handful of soldiers and fighters, the last remaining units of the army struggled to fight a losing battle to win back their homeland.

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In this guide you will find:

Flight School – Learn the basics as rookie pilot!
Includes quick start tips and pointers.

Full Walkthrough – A guide for all the missions in the game, including tips for unlocking missions, parts, aircraft, etc.

Aircraft List – Illustrated list of all the planes in the game.

Special Weapon List – List of all the special weapons in the game

Part Index (*Parts List*) – List of all parts in the game (Index only, list incomplete yet)

ACE COMBAT X
Skies of Deception

Ace Combat X (PSP)
Illustrated Walkthrough by Vhayste
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Author's Note

Hello readers and welcome to my guide for Ace Combat X: Skies of Deception for the PSP. As you may have known, I was a big fan of the series, though I didn't have the chance to play the first titles for the Playstation. This guide will be my buffer until Ace Combat 6 gets released on the 2nd half of October, which, I am tasked of covering and writing an exclusive for IGN.

Air combat sims like AC is not always a game for everybody. I have played other similar titles but got disappointed. So far, this is the best air combat game out there.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect. Since I love using screenshots to make the guide more effective, spoilers may also lie ahead so read with care.

Though this may not come close to those overpriced official guides, I did my best to make this as useful as possible. I can't assure you that I can answer all your questions, but in the best of my ability I will. Thank you for grabbing this faq and enjoy.

- Paul 'Vhayste' Michael

Flight School – (Getting Started guide)



Though our country needs potential pilots like you, I am entasked of guiding you through battle and craft the hell of a pilot out of you. If you have what it takes, read on.

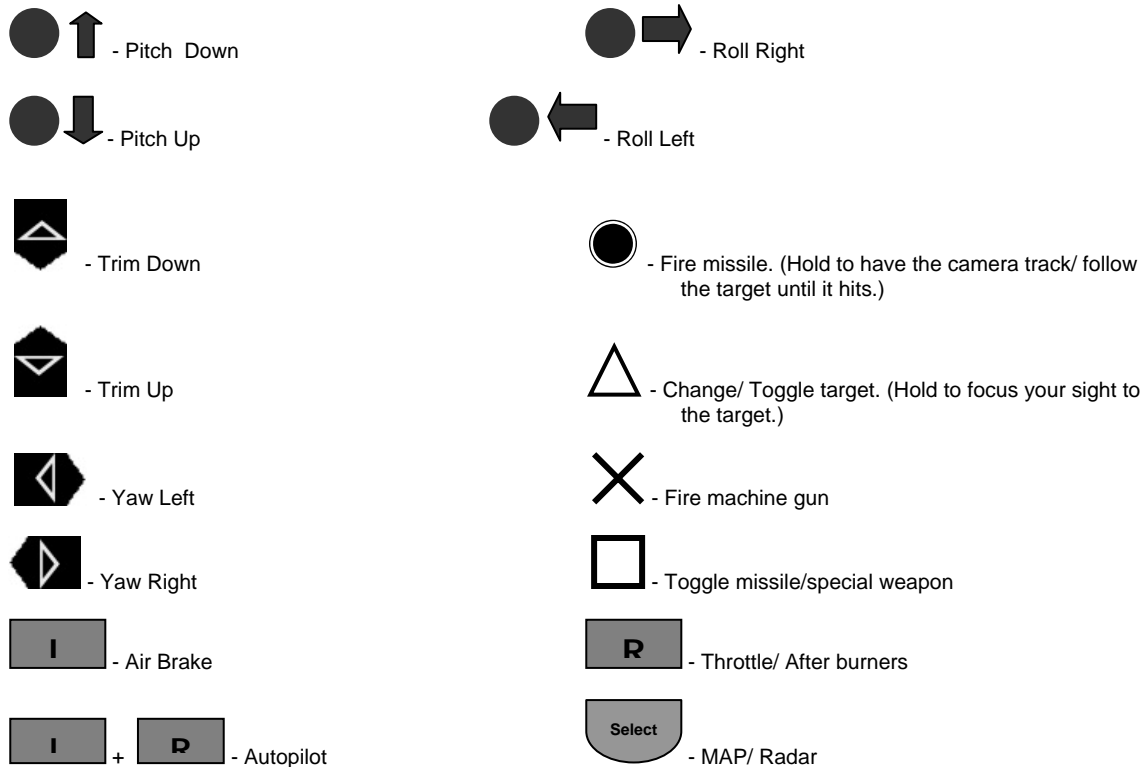
If you already know how things work and how to survive in those lethal skies, then you can just skip this quick start guide and our air crew will take you to your designated fighter wing. Otherwise, you might wish to spend a few minutes of your time to look at and review about what to expect when you're up there and bring yourself and that bird in the ground intact. Let's begin.

Controls

A pilot won't be called a pilot if he doesn't know how to fly these can of explosives and jet fuel. Here are the basic controls. You may configure them as you wish, but that will depend on your flying style. Remember, unless you master controlling your plane, you'll never be able to reach the ground alive. Please review them. You can change your controls through the **OPTIONS** menu.

Novice control types have lesser controls thus, easier to handle for beginners. For those playing AC before on the Playstation and PS2, you may need to adjust a bit since the L2, R2 and R3 (Right analog) controls can't be found in the PSP layout.

NORMAL CONTROL TYPE, CONTROL SCHEME A.



Offensive and Defensive Maneuvers

In this lesson, I will teach you on how to efficiently get into firing position easily and how to shoot the enemy down. This will cover air fights only since ground targets are always easy to destroy. In dogfighting, maneuverability is always the best weapon against any enemy you face. You will always need to anticipate the enemy's move and use it against him. We have several ways of getting into firing position.

Tail-Chase

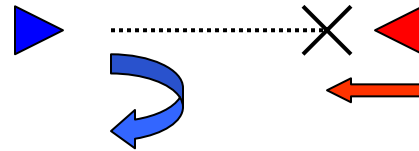


The blue triangle is your plane. The dotted line is your line of fire and the white block arrow is the direction of approach. The red triangle obviously is the enemy. The X is where your missiles are intended to hit

How to perform: This is basically the easiest firing position to acquire. Just get to your target's six and hit your afterburners, get into firing range. Release the missiles once you get a "clean" lock-on.

Though this maneuver is simple and effective against steady targets such as transports, you won't be able to use this move much against more agile and faster targets.

Arrow Head Approach

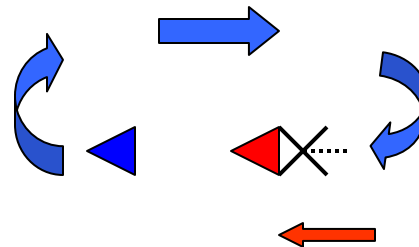


This is a bit risky since there's always a chance that the enemy will hit you as well. But the odds of destroying the target is higher, almost perfectly if timed correctly.

How to perform: Once you see incoming bogeys on radar, approach them from their direct 12 o'clock. Hit your afterburners to approach them faster, and once you get a lock, fire your missiles and immediately get out of the way. It doesn't matter which direction, as long as you can get out of your enemy's line of fire.

Release it too soon and the enemy will be able to evade it. Release it too late will either let you missles pass through the enemy or you'll eat his missles.

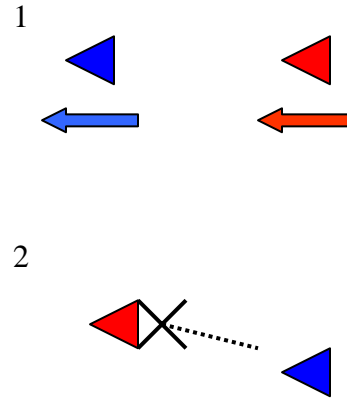
Reversal



This requires a bit of timing and a more maneuverable plane. In this move, the quicker and easier your plane turns, the more successful you will be in getting to the enemies' backs. This move will enable you to avoid the missles or get out of the enemy's sight and then outmaneuver him to immediately get into his six.

How to perform: Once you see a bogey on your six or you just have a lock warning, hit your afterburners for a good 2-3 seconds then immediately hit the airbrakes while tilting your plane up. This will make the plane flip over and the bogey will pass by you. Try not to hit the brakes for too long or too hard or your plane will stall, ruining the opportunity. After flipping 90-180 degrees, quickly hit your afterburners to recover and attack the target from behind.

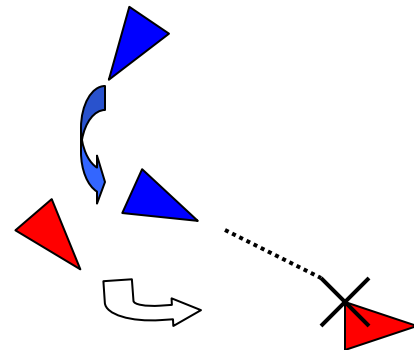
Pullstring



This move is another risky one but if you pulled this off, then you can have an easy kill yourself. This should not be used as one of your main attack stunts but rather as one of your hidden counter-maneuver if the enemy is trying to shack you.

How to perform: When an enemy is chasing you and trying to get a lock on you, let him follow you. Once you have full speed, roll to your side a bit, hit the airbrakes hard. If done correctly, the enemy will fly past you and will give you an instant lock-on at his six, at close range. Immediately fire your missiles or the target will be out of your firing range.

Aircut

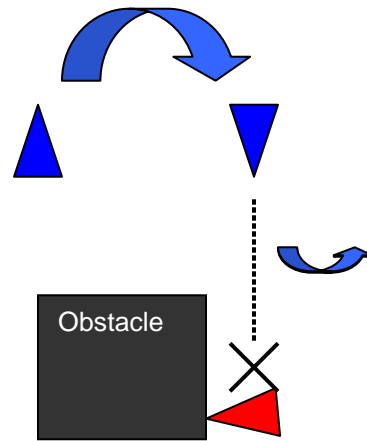
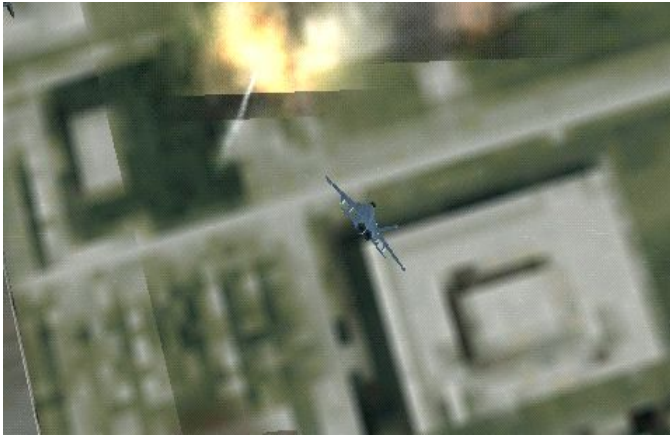


This is another tricky but effective move. You may use this often against those pesky enemies that loves to dodge your missiles and keeps on hanging on their tails.

How to perform: When targeting an enemy, avoid flying too closely. Wait until he is about to turn, then quickly turn to the direction he'll be turning. Immediately boost your way to that direction and you will be able to stick close to his tail, enough for the missiles to hit him without any chance of evading. The logic of this move is to cut through a "shortcut" directly intercept his turn.

If you have played racing games, you should have used this move several times already.

Dive Bombing



This move is essential for those ground targets that are well covered by obstacles such as buildings, cliffs, valleys, fortifications, etc. Normally they won't be in your missile's line of fire. This maneuver will allow you to get in top of the target and get a clean shot overhead.

How to perform: Acquire your target. Ascend to a suitable height (which will depend on the elevation of the target, normally +2000-3000ft above your original position) then hit the airbrakes and turn the plane noseward to the ground. **Do not accelerate while on this position!**

Once you get your target, release your missiles/bombs and gently maneuver the plane back in a 90 ° angle and fly away.

That concludes our lessons for maneuvering. There are other moves there and some of them are just too obvious for us to discuss. Just remember that counter-moves are still the best offense. Once you get accustomed on trashing enemy missiles, your offensive abilities will be enhanced without you knowing it.

Let's move on to the next topic.

Targeting

Shooting down your enemies before they shoot you is the main concept of battle. But both of you are controlling fast machines at near subsonic speeds. As discussed above, maintaining a good aim amidst those gut-wrenching maneuvers will be quite a challenge. This not only applies to fast moving targets but for well defended targets as well.

Clean Lock-ons



This term is used for sure-hit shots. You will need clean lockons to destroy barricaded enemies, usually ground targets that are hiding in tight, confined spaces such as behind/between buildings, tunnels, mountain ridges and other obstacles.

Even if you have a "GO" (red lock), unless there are obstacles along the way, you won't be able to hit the target. You'll need to find a clean firing path for your missiles to smack the target.

Missiles have an effective range of 900ft and can hit when fired to the enemy's 5-7 o'clock. For ground targets, as long as you have a clean shot, they will hit for sure.

Using guns



In ACX, gun targeting is made easy. Once you get the target inside the targeting circle, the reticle or the smaller circle will automatically get into firing position. Unlike in the PS2 versions of the game, where you need to manually align the targeting circle and the reticle.

Don't rely entirely on missiles. A true pilot knows how to use all his weapons efficiently. At very close range (200-400ft), machine gun fire is more reliable than missiles. This is also your only means of survival if you have used all your conventional missiles and SP weapons. Using your gun while firing your missiles can also kill larger, tougher targets quicker.



In normal and easy modes, machine gun ammo is unlimited while in hard they just come in limited quantities. Its tough to use against fast moving targets but once you learn how to use it at the right time, machine, gatling and Vulcan fire can be as deadly as your missiles.

Using Bombs

Dropping bombs against ground targets can be a bit daunting for beginners. Here, aside from targeting, you will need to control your speed, drop angle and even the position of the plane. Bombs can't be dropped while your plane is turned upside down.

There are two main types of bombs. It could be GUIDED or UNGUIDED. Guided bombs pretty much work the same way missiles do. Once you acquire the target, release the bomb and it will glide itself towards the target. They are very accurate but most of the time, they explode in an isolated but concentrated area.



Unguided bombs are the ones that you need to drop manually. Usually, they pack more firepower and area of damage compared to guided bombs. They require proper timing, speed and angle to hit their targets. It will be waste to use them against single targets, so they are effectively used against tightly packed and dense enemy positions. The best examples for this type of bombs are the Unguided Bomb Large (UGBL) and the Fuel Air Explosive Bomb (FAEB).

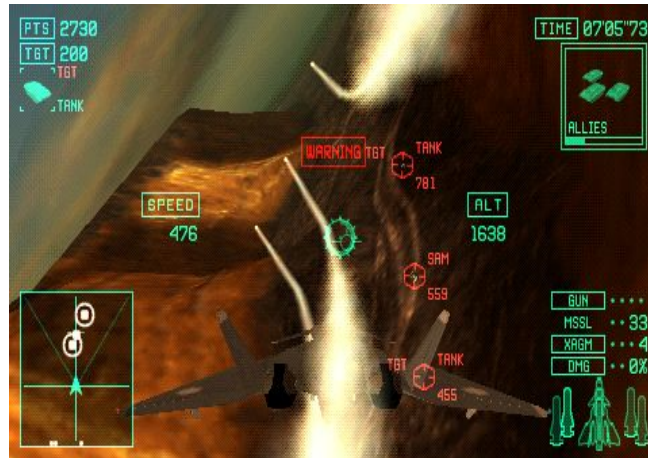
Their targeting guide is not that hard. The example above is a guided penetration bomb but UGBLs and FAEBs use the same targeting system as well. Concentrate your target inside the circle. Remember that the closer the intended target is to the center of targeting circle, the greater damage it will receive.



Some bombs have different targeting systems just like this bomblet dispenser. Instead of dropping single, large bombs, it scatters smaller bomblets that have a wider damage area. You just need to familiarize yourself with all kinds of ordinance so that you can effectively use them in battle.

ETS (Electronic Targeting System)

This system is an integral part of every plane. It provides you assistance on targeting the enemies effectively. If you notice, when you're changing weapons, the reticle and crosshair changes, depending on the weapon. For weapons with MULTI-LOCK attribute, this system will help you to lock onto multiple targets, at an appropriate distance. This is always active in the game, which will only be unavailable due to jamming.



Taking Off, Landing and Refueling





When you get deployed, you will need to fly that bird and bring it home back. Taking off is a pretty simple process. Once you get the clearance of your flight controller, accelerate until you get a speed of at least 300MPH. Tip your nose upwards and the plane will rise. Easy, huh?



Landing back to the airstrip requires a bit of practice and timing. Carrier landing is still considered the hardest. Even experienced airmen don't take this for granted.

When landing on an airstrip, maintain your current speed. Once you're about one mile from touching down, hold the airbrake gently. Don't brake hard or you'll crash. Now, slowly approach the airstrip while lowering your plane. Make sure that your plane's nose is not pointing sharply down. You should have at least an 80° angle.

Landing on the carrier is a lot different. Here, you need to land at almost pinpoint accuracy. Same procedures apply; however, you need to be in the same straight line as you started. A single misalignment can be fatal.

Lower your speed and approach the carrier. Once you see the landing deck, make sure that the hook beneath your aircraft is low enough to touch the stopping cables on deck.



Refueling requires a bit of patience and practice. You need to stabilize the plane while approaching the tanker. You just need to use your D-pad to control the yaw and trim of the plane. Don't press too hard or you'll go out of direction. Same thing with airbraking. Too much drag will drop you below the straight line.

Once you get into position, hold your position and the rest will be done automatically.



Mission Types and Notes

[MISSION RESULTS] Mission SP Rank: A Rank Bonus: 10000 Time: 00:18'00" Total Reward: 25760	[TOTAL CREDITS] 29320	[KILL RATE] 100/100%	[ENEMIES DESTROYED] APALIS [02] 1360P FREGATA [02] 1400P CARIBURN [02] 1440P FORNEUS [02] 1400P XFA-27 [03] 3520P X-02 [02] 1560P FALKEN [05] 5000P ----- [---] ----- ----- [---] ----- ----- [---] -----
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Each time you get deployed to a mission, you need to know and take note of the expected targets, the type of opposition you'll face and even other side notes. This way, you'll know what planes to use and what special weapons to carry. This is crucial since this can help you complete your missions easily. You wouldn't carry bombs during air combat/ intercept missions, right?

AIR TO AIR – These missions have more air opposition so obviously, you need to bring anti-air weapons such as XMAAs, XLAAs and QAAMs. Bringing an air superiority fighter will be helpful for these missions as well.

AIR TO GROUND – These missions primarily pit you against ground targets and bombing missions. These include tanks, vehicles, enemy facilities and even anti-air installations such as AA guns and SAMs. Bringing bombs and air-to-surface missiles will be of much use in these missions.

AIR TO SHIP – You will face enemy fleets here, including some enemy aircraft if you there is an aircraft carrier on the battle group. The carrier will be hottest target here. Unless you destroy it immediately, more enemy fighters will engage you, not to mention that you will need to fly through heavy air barrage.

INFILTRATION – Nothing special to note other than sneaking into the enemy's base and execute a surprise attack. Sometimes, you may need to wind your way against enemy radars and fly low, under radio silence.

ASSAULT ON BASE – There are only a few number of missions with this type and expect heavy resistance since you will be attacking an enemy stronghold. Multirole aircrafts are the best here because you will be facing enemies on the ground, air and even sea. Aside from enemy reinforcements, these missions may even require you to protect and prevent too much casualties to your allies.

ALTITUDE RESTRICTION – You will need to fly under the mission "ceiling" or the required height. Normally, you will need to wade through the mountain/ hill sides while flying low.

ESCORT – One of the hard missions you'll need to undertake. Aside from worrying about yourself, you will need to watch close and protect your allies. This means you'll need to draw enemy fire and destroy them before they inflict casualties to your escorted team.

JAMMING – During these missions, your radar will still be usable but to a minimal rate. Missile lock-on is disabled so may need to use your guns to destroy targets. Every now and then, the "blanket" will lift a few seconds, enabling you to locate targets in your radar and lock-on to enemies. This open gap in the interference will only last for a few seconds so grab the opportunity.

PURSUIT – In these missions, your objective is to track down and destroy, oftentimes, fleeing enemies before they leave the mission area. Most of the time they have other annoyances such as jamming, enemy reinforcements and even decoys to prevent you from chasing down the targets.

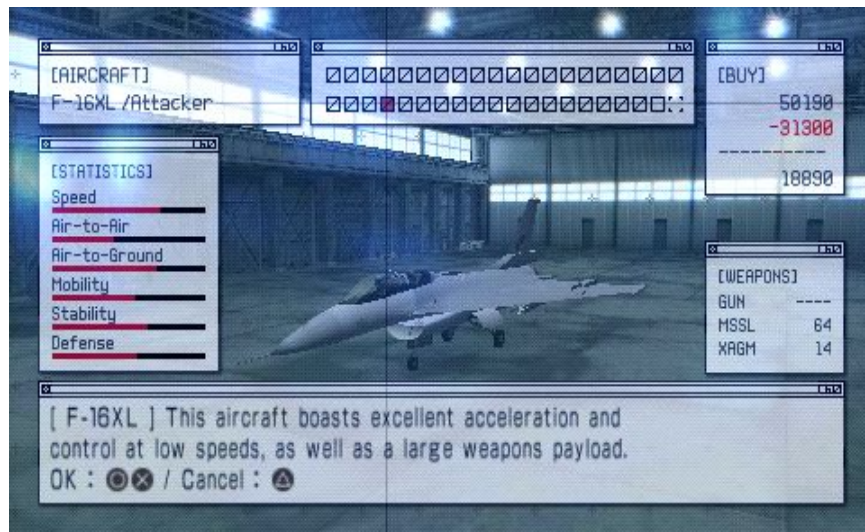
RESCUE OPERATION – This mission type is specifically used in the optional mission, 7C: Time Limit. You will need to come to the aid of a city, where the lives of citizens are at stake.

Plane Types

There are three major groups of planes. Each of them is classified according to their performance, ordinance and the types of missions they are best suited. Choosing what plane to bring for a mission will determine your survival when deployed.

ATTACKERS – These aircrafts are bombing specialist and ground target killers. They excel in flying at subsonic speeds while “hugging the deck” or flying low. They have heavy armors that make them sturdy enough to withstand enemy fire. Their weakness however, is their stiff maneuverability. It will be hard to avoid enemy missiles just by evading it. Attackers are also capable of engaging enemy ships.

Normally referred to as “bombers”, they carry enough ordinances to destroy large groups of ground units. Newer bombers are faster, more agile and more maneuverable.



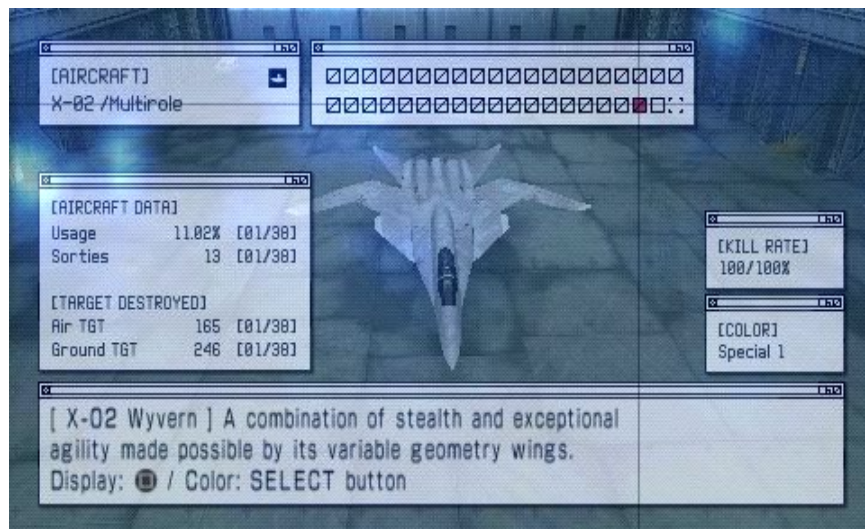
FIGHTERS – Aircrafts built for engaging enemy fighters and air targets. They are agile, quick and deadly. They are also deployed to escort transports and bombers, defend bases and even protect the fleet. They are capable of turning sharply at very high speeds as well. The weaknesses of fighters include lesser armor to make the plane lighter but making it more vulnerable against enemy fire and their sensitivity when attacking the ground can make the plane wobbly and crash.



MULTIROLE – These aircrafts are the hybrid or the cross between fighters and attackers. Their main strength lies in their all-around attributes and capability of being deployed on any mission. They have the strength, speed and agility of fighters and the toughness and stability of attackers.

Multiroles are even better since the weaknesses of the other two fighter types are usually covered by the other.

Another minor plane type is the Jammers. They carry electronic equipment that interferes with the enemy communications, radar and ETS. They are not present in this game, but some jamming equipment and special weapons are.

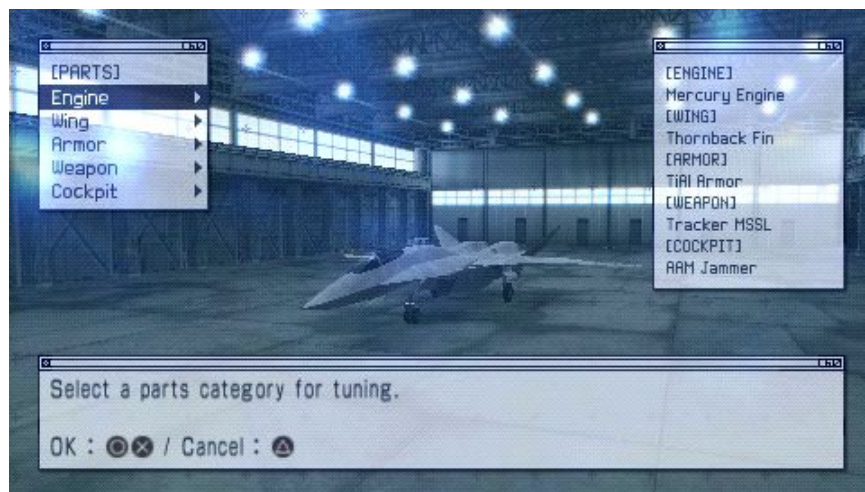


HELP: The ship icon shown in the images above and below means that these planes are capable of effective anti-ship attacks.



EXPERIMENTAL PLANES

There is a special group of special planes that you can customize using any parts you have purchased and unlocked. These planes' statistics will vary from the parts you put in them as well as their performance. Parts can be unlocked by completing missions and shooting down special "star" units. More of these will be discussed later in this guide.



HUD Displays



The hud will give you all the information you need during your mission. Pay close attention to the display and learn what each meant. Mastering them is required before you'll get deployed into real battle, cadet.

1. **SCORE** – Displays all the accumulated score in the mission. Each target has corresponding points. The higher your score, the higher your rank for the mission after completing it. Remember that the score you earned during the mission will only be saved after you completed the mission. Otherwise, it will just reset to zero once you restarted the mission.
2. **POINTS** – This displays how much the target is worth. Normally, tougher opponents and mission targets are worth more points.
3. **TARGET** – Displays what type of target you are engaging.
4. **AFTERBURNERS** – Indicates whether you are using the afterburners or not.
5. **SPEED** – Your current speed. By default, this is measured by miles but you can change the measuring system in the game options.
6. **RADAR/ MAP** – Displays the location of targets, enemies and allies on the map. This also displays those mission objectives. May get interfered by enemy jamming.
 - Encircled Triangles or Dots – these are mission targets. The mission won't complete unless you destroy them all.
 - Blue Dots or Triangles – Allied units. Triangles are allied planes and dots are allied ground units and ships
 - White Dots or Triangles – Undamaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships
 - Yellow Dots or Triangles – Moderately damaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships
 - Red Dots or Triangles – Critically damaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships
 - Disappearing Triangles – These are stealth planes. Watch out when dealing with these enemies.

7. **LOCK-ON AND RETICULE** – This is used as a targeting aid to destroy enemies using guns, missiles and sp weapons.



HELP: The enemy markers will turn X if you have selected a weapon that can't be used against them.

8. **NAME AND DISTANCE OF THE TARGET**

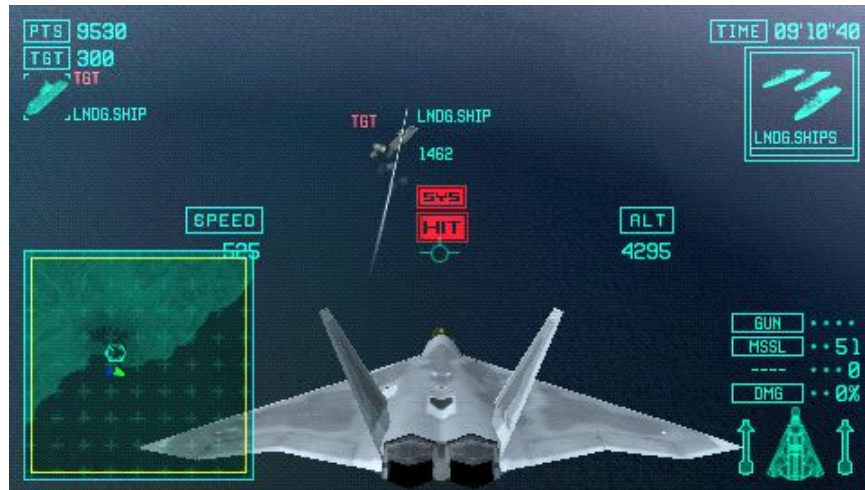
9. **ALTITUDE** – This measure how high you are from the ground. You may need to watch this closely on altitude restricted missions.
10. **TIME** – This is the remaining allotted time for the mission. When the timer runs out, mission ends prematurely, failed.
11. **MPG** – This gauge will be present only on specific missions. This is normally used to determine how much allies you have left, how much damage you have done to the enemy or even as a countdown timer.
12. **GUN AMMO** – Determines how much ammunition you still have. This is limited in HARD and ACE modes. You'll have unlimited ammo when playing on Easy and Normal.
13. **MISSILE** – This determines how many you have left in your reserve.
14. **SP WEAPON** – displays how much special weapons you have left. Once empty, it will automatically switch to your conventional missiles.
15. **DAMAGE** – Shows how much damage your plane has acquired. You will be shot down once it reaches 100%. This won't be that much of use when playing in ACE mode since your plane will be destroyed immediately after getting hit by a missile once.

This portion also shows the currently selected weapon. (SP or MSL)

16. **SYSTEM INFO** – Displays important warnings and information real time.

- **WARNING** - Shows that you are being targeted. Get out of your enemy's firing range. The whole HUD will turn red if a missile is released and already tracking you. Use a defensive maneuver to avoid it.
- **REQUEST LANDING** – Will appear only when landing
- **REQUEST TAKEOFF** – Will appear only during takeoff
- **HIT** – The missile or SP weapon has successfully hit the target but still functional

- MISS – Indicates that the missiles have been evaded and missed the target.
- DESTROYED – the target has been successfully destroyed



Debriefing

At last, we are in the final phase of your training. After this section, you will leave this hall and proceed to the hangar. Your other questions will be answered here.

1. What will be my starting plane?

You will be piloting our vintage F-4E. Don't worry, it can still fly.

2. How can I change planes?

That should be common sense. In case you don't know, earn credits by completing missions. Finishing them with a higher rank, the better the credits. Aside from purchasing whole planes, you can also purchase special weapons and parts for your planes.

3. What are those experimental aircrafts? Are they that special?

Technically speaking, they are special in the sense that they are customizable. They don't have fixed parameters. Their potential will fully show once equipped with compatible parts. They could have abilities/ effects that ordinary planes don't.

That includes bigger weapons bay, more destructive weapons, enemy missile jamming and even enhanced stealth.

4. What is a kill rate?

This basically measures how many targets the plane has destroyed. Completing it to 100% will enable you to unlock the special color of those planes.

5. Am I to face flying fortresses and enemy ace squadrons during my missions?

If you have played the previous AC versions, you will either like or hate the similarity.

6. I have unlocked another/ special color for my planes. What good do they do?

They just pimp your ride.

7. What if I get stuck on a mission because of a crappy plane?

You have two options. First, either sell your existing craft and special weapons. Or, you exit campaign mode and play in free mission to earn credits. All the stages you cleared will be available for play.

8. On my first playthrough, how long will it take to beat the game?

If you are talking about from the start to end until you see the credits, well let's say about 5-6 hours on an average player. If you want to complete everything in the game, give it around 20+ hours.

9. What are the most powerful aircraft and weapon in the game?

I would rather save the details later. If you want to know that badly, then scroll to the Aircraft and Special Weapons section below.

10. I have played earlier versions of Ace Combat. What are the differences and similarities compared to the earlier ones?

Probably the control and dynamics. Compared to the PS2 versions, this is a bit less intense, maybe because of the limited controls. Play the first mission and if you still feel that you still need a bit of training, play it over and over in the Free mission menu.

You have your own squadron and wingmen during missions but you can't order them.

If you have further questions, you can always contact me via email. I may not be able answer every single of them but I'll try. Are you ready? Let's debrief now so we can start on your first mission.



Before you leave, we have reports of an advanced aircraft that has unimaginable destructive ability. We have acquired two photos of this craft. You may want to find out more about this plane and even acquire it.



Walkthrough

This part of the guide will help you achieve the objectives and complete each mission. *Note that this is just a guide.* This will assist you in every means possible but everything will depend on your gameplay. If you get stuck on something, keep on practicing and you will get hold of it. If you can't still get through it, take a break and start the game in easy mode.

You may need to go through 2-3 playthroughs to unlock everything in the campaign mode of the game. Though there are specific parts and medals that can be unlocked by playing in multiplayer. Also, some planes and parts¹ can be unlocked by getting an S rank in a mission using a specific plane or finishing that stage for the second time.

This will be tagged by number **[(1) or (2)]** where (1) is your first playthrough and (2) is your second.² SP is the special part that can be unlocked after destroying the stage's special (starred) unit.

Mission Types: These are the other versions of the mission; there will be changes in parameters such as limited fuel, increased enemy reinforcements or enhanced weaponry of targets. This depends on the path or mission orders that you are taking. Mission Type A is the normal mission, with no changes in mission parameters.

MISSION 01

Operation: Skies of Deception 1400hrs

Objective: Destroy all enemy bombers

Notes: Air to Air

AIR	-----	8
GRN	-----	0
TGT	-----	8
TTL	-----	16



Just like the earlier AC versions, the first missions would be giveaways. You will need to shoot down attacking enemy bombers and escort aircraft. Your first plane will be an F-4E. For now, you can only use missiles for this mission since your Napalm bomb is unusable here.

Just get into firing range and destroy the targets. I suggest destroy the escorts first then the bombers. This will make the Ace for this mission to appear. Shoot him down to obtain the plane's special color (SP Color 1)

Ace: F-4E "Manta"

¹ Additional info about specific requirements in unlocking "special" parts for experimental planes courtesy of Gamefaq's leeb001211 (<http://www.gamefaqs.com/portable/psp/code/932560.html>)

² Additional data for unlocked parts referenced from Off_da_border's faq in Gamefaqs (<http://www.gamefaqs.com/portable/psp/file/932560/45780>)

Special Unit: None



Watch through the following scenes and the mission will end. Save and proceed to the next mission.

Unlock Aircraft(s): (1) A-6E Intruder
(2) F-1

Unlock Part(s): (2) Mercury Engine ----- S-rank with X-02 "Wyvern"
(2) Sylph Wing ----- S-rank with XR-45 "Cariburn"

MISSION 02

Operation: Out of the Fire

Objective: Destroy Command Facility and enemy bombers parked in the base.

Notes: Infiltration, Air-to-Ground

AIR -----	4
GRN -----	6
TGT -----	8
TTL	18



Another easy mission. Though the notes in the mission mentioned that this should be an A-G (air to ground) mission, you will still need to destroy parked air targets. Hence, if you have an AA sp weapon such as XLAA or XMAA, you can still target those bombers even if they are parked on the ground.

For your first playthrough, the Napalm bomb of the F-4E won't help much here but this could be a good practice for bombing runs. Just attack all the anti-air installations first, then the enemy fighters before cleaning up the target.

There will be fighters on the runway as well. You can destroy them easily before they get airborne. As you continue destroying targets in Puna Base (make sure that you leave at least one TGT intact if you want to spawn more enemies) the ace pilot in this stage will appear. Again, shoot him down to unlock the Special Color 2 of A-6E.

Ace: A-6E "Ari"

Special Unit: None



After destroying the last TGT (target), the mission is accomplished.

Unlock Aircraft(s): (1) JA-37 Viggen

Unlock Part(s): (2) Hydra Engine ----- S-rank with YR-302 "Fregata"

MISSION 03A

Operation: Prelude 1200hrs

Objective: Prevent the enemy transport flotilla from entering the harbor

Notes: Assault on Base, Air-to-Ship

AIR	-----	2
GRN	-----	5
NVL	-----	12
TGT	-----	9
TTL	-----	28

You can buy and use the JA-37 Viggen here since it comes along with LASMs (long ranged, air to surface missile). This sp weapon will be very useful against enemy ships. It will perform a lot better too compared to your legacy F-4E against enemy fighters that will intercept you.



To destroy almost everything in one attack run approaching the ships (and save time), do the following:

1. From your starting position, approach and destroy the CH-47.
2. Lower your altitude a bit. Target and destroy the cruiser docked at the port.
3. Destroy the flak gun. Turn around and follow the direction of the destroyed cruiser, targeting and eliminating AA guns and frigates along the port.

By following the “arc” of the port, you have destroyed targets along the way and you will reach the enemy fleet ahead.

Once reached the fleet, start destroying them. The LASM can take out enemy ships at long ranges though some of them can withstand heavy damage and will stay afloat. If that happens, approach them and land a missile to sink them.



Three fleets will appear all in all. Just keep on sinking them and shooting down any airborne enemies you may encounter. On the 3rd fleet, destroy the cruiser first then sink the targets. Just leave one objective target (encircled dot) intact and wait for the ace pilot (JA-37 Saber) to appear. Shoot him down to unlock the special color of the Viggen.

Ace: JA-37 “Saber”

Special Unit: None

After the last ship sinks, the mission completes.

Unlock Aircraft(s):

- (1) XFA-24A “Apalis”
- (2) MiG-21 93 “Fishbed”

Unlock Part(s):

- (1) Turbo Engine (Engine)
- (1) Advanced Trimtab (Wing)
- (1) Scale Armor (Armor)
- (2) Earthshaker (Cockpit) ----- Complete the mission with an S-rank using XFA-24A “Apalis”

MISSION 03B*

Operation: Captive City 1300hrs

Objective: Protect the complex; Destroy all enemy targets

Notes: Air-to-Ground

AIR	-----	5
GRN	-----	3
NVL	-----	0
TGT	-----	6
TTL		14

** This mission is an optional one. Unlock this by following this path: 01-02-3A-6A-3B.*



Important pointers about this mission:

- Do not use bombs, LAGMs or basically those with area damage. Pinpoint bombing is needed here. GPBs are okay but not against those targets hiding between the fuel tanks. You'll need to trust your missiles against them.
- XAGMs are the best sp weapon here because of their accurate, multi-lock function.
- Do not fire a missile unless you have a clean shot. Whether you like it or not, enemy targets will most likely move behind the fuel tanks and use them as shields. The best way to destroy these cowards is by exploiting them from above. You can "dive-bomb" and enjoy astounding results.

As you start the mission, F-1's will approach you. Use the Arrowhead approach (see Quick start section) against them. Hit your after burners and catch up with the C-5 special unit. Destroy it to unlock the parts later.



Ace: F-1 "Shiva"
Special Unit: C-5

Clean most of the ground targets as much as possible and the ace of the stage, F-1 "Shiva" will appear from the east. Shoot him down and to unlock the special color for the F-1.

After destroying most of the ground targets, new waves of rolling armor and AA artillery will move in. Dispose of them before they reach the complex or they'll just separate into strategic positions behind the fuel tanks, making your job harder.

If you want to score higher, leave at least one target and keep shooting down the enemy fighters. This will make more fighters appear from the east and northeast. Once the enemy fighters stopped coming, destroy the remaining ground targets to end the mission.

Unlock Aircraft(s): (1) XFA-27
(1) Mirage 2000-D
Unlock Part(s): (SP) Extra Ladder (Wing)

MISSION 04A

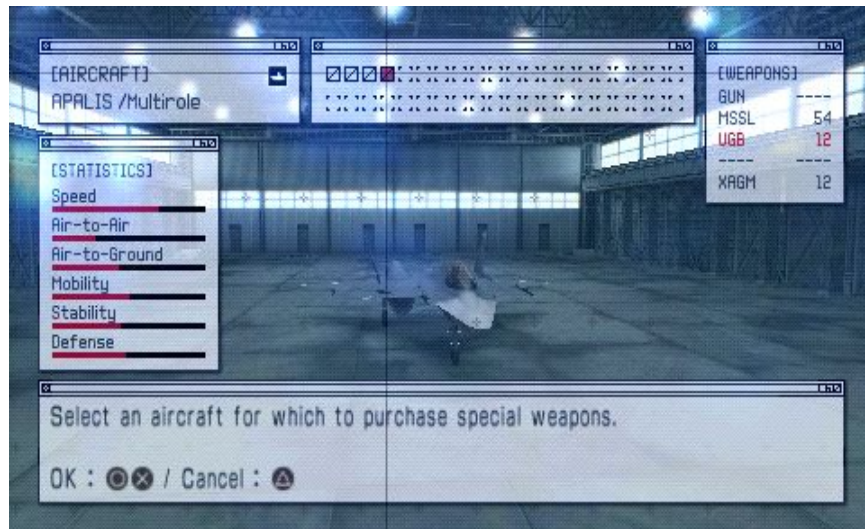
Operation: Last Line of Defense 1300hrs

Objective: Destroy the enemy ground troops before they enter the tunnel.

Notes: Air-to-Ground

AIR	-----	1
GRN	-----	?
NVL	-----	?
TGT	-----	?
TTL		1

You will need a fast aircraft with good air-to-ground capabilities and sp weapon. At this point, the Apalis will be your plane of choice. If you can still afford a few parts, get them and tune your first experimental aircraft. Try to purchase Apalis' XAGM first. If you are short on money, play a few missions in free mode.



Once ready, start off the stage by destroying the first A-6E. After that, the first wave of enemy ground troops will appear on the middle tunnel. I suggest just using ordinary missiles for AA Guns, SAMs, Launchers and Vehicles. You'll need the XAGMs to destroy tanks later. Destroy them and the next wave will appear on the bottom. Four enemy planes will also arrive from the north.

Destroy the wave on the south and destroy the fighters. Another wave of ground targets will appear to the north tunnel, and one wave in the middle. Two more fighters will appear from the east.

Destroy the enemies along the middle path and the special unit will appear on the other end of the middle road. Destroy it to unlock the parts for this mission.



Eliminate all enemy aircraft first, while keeping a close eye on the advancing ground troops. Having a good number of spare XAGMs here will be very helpful in case you'll need to dispose those ground targets fast. Save at least one group intact. After destroying all airborne enemies, the ace of the game should appear from the northwest. It is possible to spawn her sooner just by shooting down all enemy planes quickly.

Ace: Mig-21 93 "Rose"

Special Unit: Vehicle



Destroy the last wave of enemies to complete the mission.

Unlock Aircraft(s): (1) F-16C "Fighting Falcon"

Unlock Part(s): (SP) Extra Airbrake (Wing)

MISSION 04B*

Operation: False Target 1200hrs

Objective: Destroy all military supplies transport aircraft before it escapes the combat zone border.

Notes: Pursuit, Air-to-Air

Mission Type A: 03A-06A-03B-04B (normal path)

Mission Type B: 03A-06A-04B (limited fuel)

AIR	-----	5
GRN	-----	0
NVL	-----	0
TGT	-----	0
TTL		5

* If you haven't finished Mission 3B: Captive City, there will be a timer due to fuel limit.



The mission fails if any of the "real" transports reach the combat zone border. You'll need something fast here. Bring in some good AA weapons as well. In each transport group, there is only one unmarked target that has the cargo.

You can immediately identify the real transport from the decoys because they are flying at the lowest altitude in the group. Destroy the escorts and the decoy transports first and save the true one for last. Repeat until the 3rd wave. This will make the special unit and ace to appear to the west.

Ace: F-14D "Savannah"

Special Unit: C-17**



** The C-17 is cruising at a very high altitude, above 25000 ft. For most aircraft, specially the starting ones, this is their service ceiling (attempting to go higher will stall the aircraft). You may not be able to destroy this special unit on the first run. You may do so when you have a more powerful plane.

Destroy all the other targets before destroying the last real cargo plane to complete the mission.

Unlock Aircraft(s): (1) F-5E "Tiger II"
Unlock Part(s): (1) Sniper OS (Cockpit)
(SP) CFRP Conversion (Armor)
(2) Scarface MBS (Weapon) - Complete the mission with an S-rank using XFA-27

MISSION 05A

Operation: Rolling Thunder 1700hrs

Objective: Protect allied forces
Destroy all enemy targets

Notes: Air-to-ground, Escort, Altitude Restriction

AIR	-----	0
GRN	-----	9
NVL	-----	0
TGT	-----	14
TTL	-----	23

If you have witnessed how your squadron was decimated on the first mission, then this is where you will experience the terror for real.

The ground units you need to protect will be converging in the central valley, where several bridges are interconnected around it. The enemy units that you should keep away from your allies would be the AH-64 anti-tank helicopters. They will be your priority. Don't let them come close or the Davis unit will be annihilated in no time.

As mentioned in the mission notes, this will be an air-to-ground mission. I suggest using XAGMs if you can't drop UGBLs efficiently. The easiest way to keep minimal losses to your allies is to get rid of all nearby enemy helicopters first and wait for all your allies to gather in the central valley. Once they are on the valley, destroy all the bridges. This will enclose them and prevent any enemy ground units from reaching them.



Another problem that you will be facing is the frequent launching of SWBMs from the Gleipnir. During this time, you will need to use "terrain masking", where you'll need to fly below the valley's edges during the shockwave. Just remember to start diving below 2400 ft when you hear Crux's countdown.

Ace: F-16C "Ice"
Special Unit: Hangar



The enemy ace will appear after destroying at least half the numbers of enemy ground units. The special unit is not that obvious. But you will need to locate first the lone antenna in the upper northeastern part of the map. Once you get into firing range, the special unit (Hangar) will appear. Destroy it to obtain the parts for the stage.

Destroy the last ground target and the mission completes.

Unlock Aircraft(s): (1) Mig-31 "Foxhound"
Unlock Part(s): (1) Emergency APS (Cockpit)
 (SP) Destructive MSSL (Weapon)

MISSION 05B

Operation: Rolling Thunder 1800hrs
Objective: Ensure the safety of the allied forces for the allotted time.
Notes: Air-to-ground, Escort

AIR	-----	2
GRN	-----	15
NVL	-----	0
TGT	-----	0
TTL	-----	17

This is the same as Mission 5A but there will be no SWBM support from Gleipnir. Also, there will be no target ground units. You will need to protect your allies for the whole mission. The harder part about this is they are scattered and there are enemy attacker planes later in the game.



To efficiently defend your allies, let them cross the bridges first then destroy it. Also clear all enemy tanks and helicopters nearby. You may also want to destroy the enemy base in the northwest to prevent further tanks from deploying.

Ace: Mir-2000D "Garuda"

Special Unit: Hangar



Follow the same conditions as mission 5A: Destroy most of the enemy units and don't allow any allied unit to be destroyed. Garuda will appear shortly.

The location of the hangar is the same, so you shouldn't have any difficulties finding it.

Later in the game, several aircraft will appear as enemy reinforcements. You may deal with them, specially those pesky F-16XLs and A-10s since they have anti-tank weapons. But try not to chase them for a long time since you will be leaving the ground units without any support at all.

Allied reinforcements will arrive shortly before the timer runs out so you can sweep any enemy target you can reach. The mission ends automatically after the timer runs out.

Unlock Aircraft(s): (1) Mig-29A "Fulcrum"

Unlock Part(s): (1) Light Engine

MISSION 06A

Operation: The Midnight Sun 0000hrs

Objective: Destroy the airborne fortress, Gleipnir

Notes: Air-to-air, Airborne Fortress

AIR	-----	3
GRN	-----	0
NVL	-----	0
TGT	-----	1
TTL	-----	4

You will need a good fighter here. Some XMAA's, SAAMs or QAAMs will be good as well. The Gleipnir is not that hard to destroy, but you need an agile fighter to engage it, get into "clean" firing position and evade its conventional weapons.

As the mission starts, hit your after burners and destroy the first SU-27 that comes in sight. Alternatively, you can just head towards the Gleipnir's direction and attempt to destroy the optical camouflage using your guns. You may fly closely behind the Gleipnir as you are raining your lead. That way, you could destroy the camouflage before it even uses the shock canon against your allies.



Once the optical camouflage is taken off, Gleipnir will be deploying its SWBMs, onboard SAMs and AA guns. Not to mention that enemy planes will be approaching as well. After this mission update, the Gleipnir will attempt to climb up in the atmosphere to escape. Your MPG will display how much time you'll have before the Gleipnir becomes unreachable.

Ace: F-5E "Ghost"

Special Unit: Container Ship

The container ship will appear immediately in the center of the map after the optical camouflage is destroyed.

There will be three Su-27s that will appear in the map as soon as you start the mission. The first one is the just straight ahead of your starting position. The other two are escorting Gleipnir. Destroy the three of them before destroying the optical camouflage to make the ace, Ghost to appear. I suggest just doing this in Free mission so that you can concentrate on your objectives and you can do this easier with a better plane with a QAAM or SAAM.



There will be eight SWBM launchers that you'll need to destroy. They will be deployed 4 at a time so you will expect two waves of them. The best position to shoot down the SWBMs is just as shown in the image above. Remember to stay below Gleipnir's altitude to avoid getting hit by the SWBM. Several enemy fighters will appear as well. You can get rid a few of them if you want, as long as you can still catch up with Gleipnir.

Unlock Aircraft(s): (1) F-14D "Super Tomcat"

(1) Mirage 200D

Unlock Part(s): (SP) Raven and AMFD

MISSION 06B

Operation: Ice Bound 0000hrs

Objective: Protect diversionary fleet and destroy any anti-submarine aircraft encountered.

Notes: Air-to-air, Air-to-ship

Mission Type A: 03A-04A-05A-06B (normal path)

Mission Type B: 03A-05A-06B (Limited Fuel)

AIR	-----	2
GRN	-----	0
NVL	-----	6
TGT	-----	0
TTL		8

Bring in a plane here that has LASMs. You can also bring AA weapons instead.

Start the stage by approaching the intercepting X-29s. After that, destroy all surface ships with your SP weapons or ordinary missiles. Wait a few seconds after that.

The second wave of anti-ship planes will appear as your primary targets. Engage the enemy E-767s and their escorts. If the diversionary fleet sustained no damage, the enemy ace will appear. After that, a scene will follow.



The allied submarine, the Naiad hit an underwater mine and they have surfaced. An iceberg is also blocking their path. Since the sub's rudder has been damaged, they can't steer out of the way. Another bad news is that enemy reinforcements will appear.

Ace: MiG-31 "Paladin"

Special Unit: Container Ship



The special unit (container ship) is the lone dot in the eastern part of the facilities. Approach it after you destroyed the iceberg and the incoming enemy reinforcements, including stealth B-2 bombers and F-117s.

Destroying the ice berg requires a lot of missiles since it will break down into smaller pieces. If you have LASMs, then their destructive power is enough to destroy the iceberg easier. You can also approach the iceberg and gun it while shooting missiles.

After destroying the iceberg, you will still need to subdue any incoming enemy fighters. From time to time, F-117 "Nighthawks" will appear and approach your direction. They are stealth so sometimes they can slip through you unless you are guarding the radar as well.

After the Naiad exits the combat zone, the mission completes.

Unlock Aircraft(s): (1) A-10 "Thunderbolt"
Unlock Part(s): (SP) Terra Hammer (Cockpit)

MISSION 07A

Operation: Standoff in the Skies I 1700 hrs

Objective: Destroy the airborne fortress, Gleipnir

Notes: Assault on Base, Airborne Fortress

Mission Type A: 03A-04A-06A-07A (Normal Path)

Mission Type B: 03A-06A-04B-07A (Limited Fuel)

Mission Type C: 03A-06A-03B-07A (Gleipnir Enhanced Weaponry)

Mission Type D: 03A-06A-07A (Limited Fuel, Gleipnir Enhanced Weaponry)

AIR	----- 4
GRN	----- 9
NVL	----- 0
TGT	----- 1
TTL	14

As you start the mission, approach the Gleipnir and begin spraying hot lead in case it activates its optical camo before you can get a clean lock-on. Once you destroy the optical camouflage, it will deploy its conventional weapons. Do not damage the airborne fortress yet. Just let it fly around the area, and clear the skies of enemy fighters. After defeating several of them, the ace will appear as reinforcement.

Ace: MiG-29 "Frost"

Special Unit: Vehicle

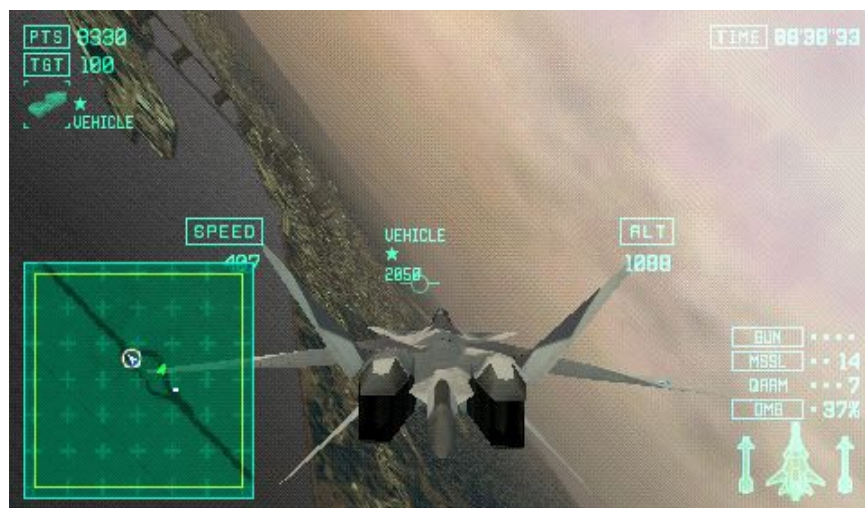
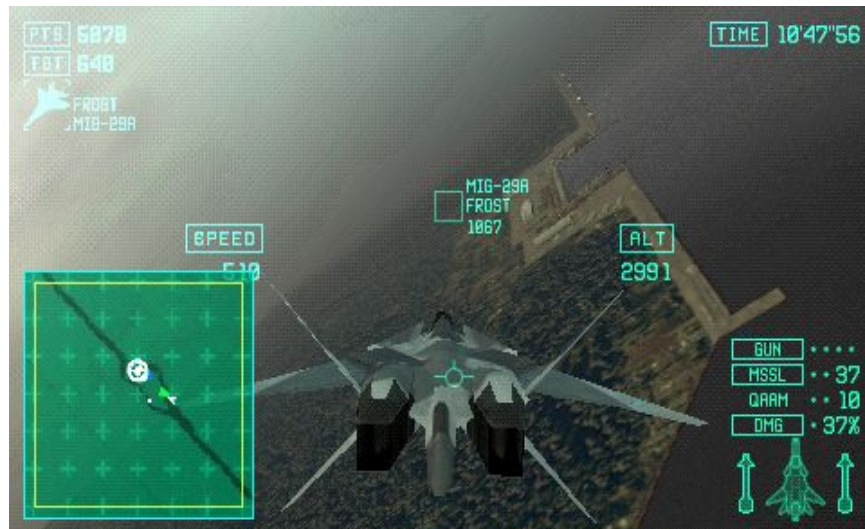


The special unit will appear as a lone dot in the map, near the center of the map. It won't be hard to spot it so you should be able to destroy it with ease.

Before fully engaging the Gleipnir, get rid of the ground AA units first. They may pose a problem later on. If you want a high score, keep on destroying secondary and optional targets as they appear. Once the whole map is clean, proceed and engage the Gleipnir.

You can start stripping off its onboard AA weapons. There will be two sets of conventional weapons that Gleipnir will deploy. After destroying all of them, the Gleipnir will turn upside down to fire its last weapon, the devastating Shock Cannon. Try not to fly too close with the Gleipnir.

The only way to survive the attacks is by flying below the Gleipnir's altitude.



Just approach the Shock Cannon a few seconds after it fires. Remember that the firing intervals could be short so prepare to dive down once you hear Crux's countdown.

After destroying the Shock Cannon, watch the cutscene and the mission will complete.

Unlock Aircraft(s): (1) YR-302 "Fregata"

(1) Tornado F3

Unlock Part(s): (1) Adv Turbo Engine

(1) Air Gripper

(1) Ceramic Armor

(2) Destructive Bomb

(SP) KEPS – Kinetic Energy Penetration Shell (WPN)

MISSION 07B

Operation: Standoff in the Skies II 1700 hrs
Objective: Destroy the airborne fortress, Gleipnir
Notes: Assault on Base, Airborne Fortress

AIR	-----	2
GRN	-----	0
NVL	-----	0
TGT	-----	1
TTL		3

Mission Type A: 03A-04A-05A-07B (Normal Path)
Mission Type B: 03A-04A-05A-06B-07B (Gleipnir: Reduced Stealth)
Mission Type C: 03A-05A-04B-07B (Limited Fuel)
Mission Type D: 03A-05A-03B-07B (Gleipnir: Enhanced Standard Weaponry)
Mission Type E: 03A-05A-04B-06B-07B (Gleipnir: Reduced Stealth, Limited Fuel)
Mission Type F: 03A-05A—03B-06B-07B (Gleipnir: Reduced Stealth; Enhanced Standard Weaponry)
Mission Type G: 03A-05B-07 (Gleipnir: Enhanced Standard Weaponry, Limited Fuel)
Mission Type H: 03A-05A-06B-07B (Gleipnir: Reduced Stealth; Enhanced Standard Weaponry/Limited Fuel)

As you start the mission, hit your afterburners and approach the Gleipnir as fast as you can. Once you see it, brake hard and begin spraying hot lead in case it activates its optical camo before you can get a clean lock-on. If you are able to destroy the camouflage before it fires the shock cannon (and destroys everything underneath), the enemy ace will appear.

Ace: A-10 "FIRESTORM"

Special Unit: Container Ship

Once you destroy the optical camouflage, it will deploy its conventional weapons and four SWBM launchers. Destroy all of them while occasionally diving below altitude to avoid getting melted by the shockwaves.



After destroying the last SWBM, the Gleipnir's crew will resort in firing the shock cannon directly to Santa Elva. Once the mission update is received and the countdown starts, the special unit will appear along the river. It will be a lone dot there so it will be easy to spot.

You can engage the incoming enemy fighters, so long as you can destroy them before the countdown timer runs out. The shock cannon may need at least 6-8 missile hits to be destroyed. If you have at least 2 AA Sp weapons (XMAA, XLAA, etc) then you just need a couple of those and some missiles. That should take care of the shock cannon.

Watch the following scenes and the mission completes.



Unlock Aircraft(s):

- (1) YR-302 "Fregata"
- (1) F-15E "Strike Eagle"
- (2) X-29A

Unlock Part(s):

- (1) Adv Turbo Engine
- (1) Ceramic Armor
- (SP) Long Range Gun (WPN)

MISSION 07C*

Operation: Time Limit 1700 hrs

Objective: Neutralize all poisonous gas using your SP weapon
Neutralizing Agent (NTRL)

Notes: Rescue Operation

AIR	-----	1
GRN	-----	0
NVL	-----	0
TGT	-----	5
TTL	-----	6

*** This is an optional mission that can be unlocked by finishing the following missions:
Starting from mission 7A\B-09A-11A-07C**

This mission is similar to Ace Combat 5's Mission 11B: REPRISAL. But the frustrating part of this mission is that you really need to be very careful of your flying. The neutralizing agent you're carrying is susceptible to explode when exposed to high pressure and G-force/load³. You will have an MPG to measure the amount of pressure that is applied to the neutralizing agent.

The gauge will increase if you are hitting the after burners, braking hard, turning sharply and yawing. With all those noted, you will have a very weak flying and very vulnerable against enemy aircraft. Since you can't do an evasive maneuver, you're as good as dead when you got a missile on your tail.

The fact is that the enemies can't target you well below 800ft. But that will make your neutralizing runs a bit difficult since you'll need to hit the base where the gas emanates; which is sometimes between close knit buildings.

You'll need a plane that is not too fast, too wobbly (low stability) and one that stalls at around 300 mp/h. Attackers and some multi-roles are the best ones to use here since this is like a bombing mission. I first finished this mission using a tuned X-02, including an AAM Jammer and Tracker MSSL. Though you won't lose anything important by skipping this mission, you'll need to finish

³ If you want to know more about G-force and how it affects pilots and aircraft alike, visit this wikipedia: <http://en.wikipedia.org/wiki/G-force>

this at least once for it to be selectable in the free mission mode. Only then will you be able to attempt to get a better rank with a better plane.



As you start the game, approach the first "island". The best dropping position is nose down. You don't need to hit the epicenter of the gas; just hitting nearby will neutralize the gas. The special unit will be immediately available so you can pursue it; Use extreme caution! Two enemy target planes will be appearing from the southwest as well. Note that the E-767 will not fly a straight line. Once you are in pursuit, it will turn to the other direction, which will make your job harder.



Ace: F-35C "BeacruX"
Special Unit: E-767

Just continue neutralizing the gases. As much as possible, fly slow and always get a sure hit. You have more than enough neutralizing agent to deal with the threats. Missing one will waste much valuable time turning around and getting into dropping position again. The gases will be released pretty much along your path so if you destroy them in a single bombing run, your job will be easier.

As soon as you are done neutralizing all the gas, wait for a few seconds. The enemy ace will appear along with enemy air reinforcements. DON'T MANUEVER YOUR PLANE YET! Wait for the instruction to drop all your special weapons. Once your SP weapon gauge is empty, its time to kick some Leasath ass.

Leave at least one target enemy aircraft alive and shoot down all secondary targets. Once the last target aircraft is shot down, the mission completes.

Unlock Aircraft(s): (1) F-16XL

Unlock Part(s): (SP) RAM Coat (armor)

MISSION 08A

Operation: Striking Point 1200 hrs

Objective: Destroy all the targets within the allotted time.

Notes: Air-to-Ground

AIR	-----	7
GRN	-----	18
NVL	-----	0
TGT	-----	0
TTL		<u>25</u>

Since there a large group of targets clustered together, bringing in heavy bombs such as UGBLs and FAEBs is a must. But you also need to know that the last part of the game includes a dogfight against enemy fighter reinforcements. With that said, avoid bringing in slow attackers such as A-10, F-117 or worse, the A-6E. Multiroles are your choice of planes here, just make sure that they have a good A-G SP weapon at least.

As you start off the mission, two AH-64 attack helicopters will be above the first enemy cluster. You'll need to destroy them first (treat them like airborne SAMs) then begin your bombing. Note that each group has AA weapons so avoid flying straight. You can dive bomb every now and then to get rid of targets more easily.



Just keep on destroying the targets until you reach the final group. Two harriers will be there as well. As soon as you reach that group, your MPG will fill up and enemy fighters will engage you. They are composed of stealth SU-37s and F/A-22B. So clear them up first before destroying the remaining ground units. (Unless those are SAMs or AA guns).

Ace: X-29A "Viper"

Special Unit: U-2



Also, after the enemy reinforcements appear, the ace and the special unit will appear in the southwestern part of the map. The U-2 will not leave the area map but for some reason, will turn back to the opposite direction. Destroy them both and get rid of the remaining targets.

Your rank will depend on how quick you complete the mission.

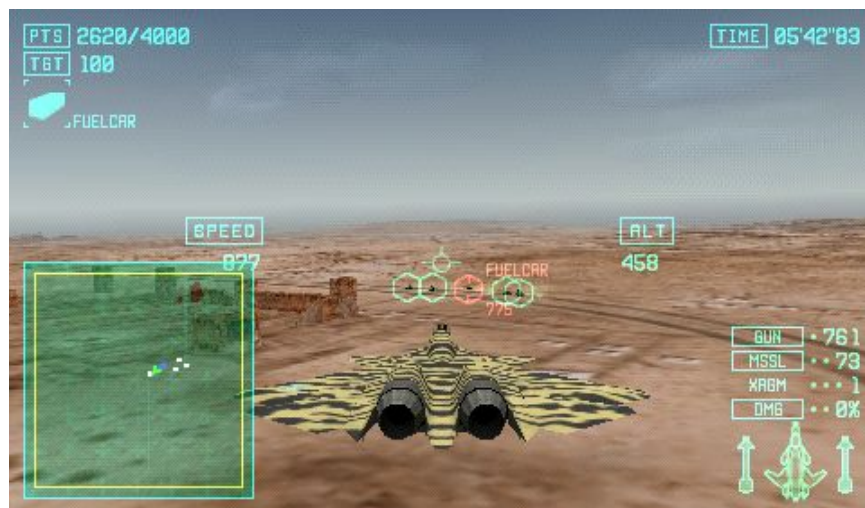
Unlock Aircraft(s): (1) XR-45 "Cariburn"
 (1) F/A-18E "Super Hornet"
Unlock Part(s): (1) Extra Hardpoint (weapon)
 (SP) Hawkeye (Cockpit)

MISSION 08B

Operation: Wasteland 1200 hrs
Objective: Score 4000 pts or more within the time limit
Notes: Air-to-Ground

AIR	-----	4
GRN	-----	47
NVL	-----	0
TGT	-----	0
TTL		51

Mission Type A: 07A/B-09A-11A-07C-08B (Normal Path)
Mission Type B: 07A/B-09A-08B (Enemy special operations reinforcements)
Mission Type C: 07A/B-09A-11A-08B (Limited SP weapons)

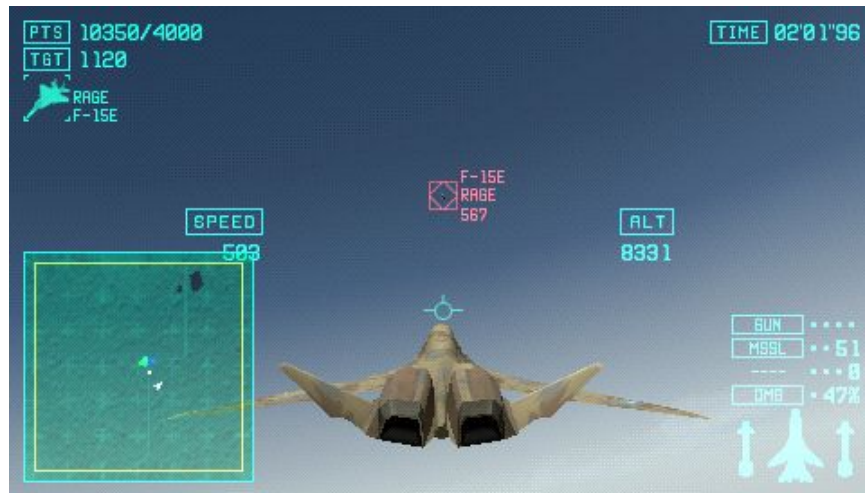


This mission is easier compared to the 8A. There is almost no air battle here so you can concentrate on wiping out enemy positions. There will be several convoys of tanks and ground vehicles and you need to destroy them all. The most effective way of saving missiles and bombs is by targeting the Fuelcar, usually always in the middle of the group. The resulting explosion will destroy all units around it.

Ace: F-15E "Rage"
Special Unit: Vehicle

The ace will appear during the last 3 minutes of the mission. Also, once you cleared the map of enemies, you will still need to wait until the timer runs out. Occasionally, a lone SU-27 will appear from the south. You can stay there and wait for them to appear.

The special unit will appear as a lone dot near the northeastern tip of the mission map during the last minute. Unless you have a fast aircraft, I suggest get near the vicinity at the last 1:30 minutes of the mission.



The mission completes once the timer reaches zero.

Unlock Aircraft(s): (1) SU-27 "Flanker"
Unlock Part(s): (1) Extra Hardpoint (weapon)
 (SP) Beetle Armor

MISSION 09A

Operation: Blitz 0300 hrs
Objective: Fly through the enemy radar net and infiltrate their base.
Notes: Air-to-Ground, Infiltration.

AIR	-----	0
GRN	-----	4
NVL	-----	7
TGT	-----	6
TTL	-----	17

If you have played Ace Combat 5, this mission will remind you of mission 21: Solitaire. You still need to fly below the enemy radar net but you will be fully armed and your objective is launching a surprise attack-alone.

As you start the mission, I suggest turning to your left (west) and make your way to the lone airborne target in the southwest. That is a special unit. Shoot it down and circle your way back to the straight path along the river. Make sure that you stay below the radar net while doing that.

Ace: TND-F3 "Gacrux"
Special Unit: CH-47



Destroy all the patrol boats BEFORE you pass over them. Once you get past the patrol boats, the radar net will disappear and you'll need to attack the base. Though the note for this mission is A-G, AA SP weapons are much better here since most of the targets are parked enemy bombers and fighters. There are a few ground targets which you can easily dispose of using conventional missiles.



Enemy fighter patrols (including the ace) will engage you as soon as you reach the base but make sure to get rid of the AA defenses in the base. Just wreak havoc to the base. If you want to destroy everything, leave at least one primary target and destroy the secondary targets.

Once the last primary target is destroyed, the mission completes.

Unlock Aircraft(s): (1) XR-45 "Cariburn"
(1) F-117A "Nighthawk"

Unlock Part(s): (SP) Extra V Canard (wing)
(2) Diffusion Coat – Finish the mission with S-rank using Forneus

MISSION 09B

Operation: A Diversion 0400 hrs

Objective: Escort the allied forces to the base

Notes: Air-to-Ground, Escort

AIR	-----	3
GRN	-----	3
NVL	-----	0
TGT	-----	0
TTL		6

This mission could be hard or easy. You will need to escort an allied helicopter squadron, again, alone through the enemy infested forests to the base. The problem with shoulder-launched SAMs is that you will only detect them once they are ready to fire. If all helicopters are shot down, the mission ends.

The best way to deal with those hidden SAMs is by flying close behind the squadron. Bringing in long range air-to-ground weapons such as LASMs or better yet, the LAGMs, then you can take out those targets at a distance before they can even fire their missiles.

Ace: F/A-18E "Storm"

Special Unit: B-52 (parked)



The ace is available immediately at the start of the stage. You can watch your radar and wait for him to get near the river. To get to him, you will need to leave the allied squadron behind. As much as possible, deal with this guy in as little time as possible. You will need a fast plane to quickly intercept the ace and get back to your guys. If not, try to concentrate on the mission first and try this mission later on free mission mode.

Once you reach the base, don't leave your allies. Enemy SAMs and choppers will still engage them. Destroy all AA defenses on the base before your allies arrive.



The special unit will appear beside one of the hangars so destroy it. Destroy the remaining targets and as soon as the squad touches the ground, the mission completes.

Unlock Aircraft(s): (1) F-2A
Unlock Part(s): (SP) Extra Elron (wing)

MISSION 10A

Operation: Joint Operation 0400 hrs
Objective: Destroy all enemy transport aircraft
Notes: Air-to-Air, Jamming, Pursuit

AIR	-----	4
GRN	-----	0
NVL	-----	0
TGT	-----	6
TTL	-----	10

Because of the jamming, you can't rely on missiles too much. Though there are "windows" (a brief 5-second period where the jamming is cleared) during the mission and will allow you to lock-on targets. You will trust your gunning skills here. Have some good AA SP weapons as well.

Ace: SU-27 "Acrux"
Special Unit: C-5



The ace will be available near the center of the map. It will be challenging to gun him but stay close at his tail until the "window" opens and you should be able to take him down with two missiles.

The special unit is a C-5 transport plane that hangs out near the ace as well. You can easily locate it before the transports start going out in all directions to escape.



The enemy transports will start going to all directions once the order is given to them. Try to eliminate them as fast as possible and take out some escorts as well.

Once you destroy all the targets, the mission will end.

Unlock Aircraft(s): (1) Rafale M

Unlock Part(s): (SP) Tracer

(2) Laser Extension – S-rank the mission using Falken

MISSION 10B

Operation: Break In 1500 hrs

Objective: Destroy all enemy transport aircraft

(Update:) Destroy all factories and landmines before the Aurelian Liberation Corps arrives

Notes: Air-to-Air, Pursuit

AIR	-----	4
GRN	-----	0
NVL	-----	0
TGT	-----	6
TTL	-----	10

Mission Type A: 07A/B-08A-09B-11B-10B (Normal Path)

Mission Type B: 07A/B-09A-11A-10B (Limited SP weapons)

Bring in A-G weapons. You will need that on the second part of the mission. Just chase the enemy transports and destroy them before they exit the operation area. You may want to get rid of the escorts as well.





Ace: F-16XL "Biel"

Special Unit: Container Ship

After destroying the transports, you will have a mission update. You'll need to rush to the western part of the map. The special unit will also appear by the shore, near the center of the map. The enemy ace will appear along with the reinforcements as well. The MPG will display the distance of the liberation corps from the factories.



This is where A-G weapons will play their part. Work quickly on the factories and mines, as well as shooting down airborne targets. UGBLs and FAEBs work well here but other AG weapons are fine as well. After destroying the last set of mines and factory, the mission completes.

Unlock Aircraft(s): (1) JAS-39 Gripen C

Unlock Part(s): (SP) Caudal Engine

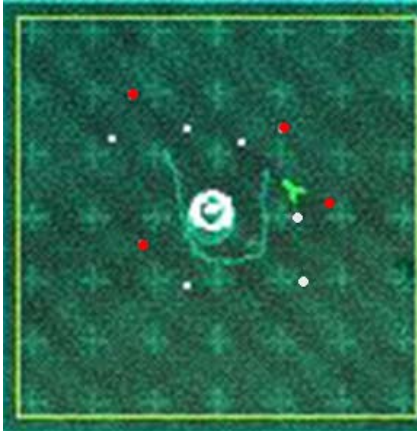
MISSION 11A

Operation: In Pursuit I 1700 hrs

Objective: Sever power to the high performance SAMs, then destroy the jamming facility.

Notes: Jamming

AIR	-----	0
GRN	-----	16
NVL	-----	0
TGT	-----	6
TTL		22



This mission will take time since you'll need to find four power stations amidst several scattered stations. To make it easier for you, refer to the map to the left. The patterns of the "correct" power stations are obvious. Those outlying ones are your targets (red dots)

Since the jamming here is really strong, you'll need to strafe the targets. From time to time, there is a radar "window" where you can get a 5-second clearance to lock-on. But still, you can't rely on that too much.

After all the major power stations are taken down, the high performance AA defenses will go offline.



Since you will have difficulties targeting, unguided weapons will work well against those clustered targets. But there is always a risk that the mission completes prematurely. You wouldn't want that if you are trying to shoot down the ace and the special unit.

Ace: F-117 "Inferno"

Special Unit: CH-47

The ace will appear from the northeast but don't bother chasing it. It will patrol around the Jammers until you reach it. The special unit will appear only after destroying some secondary targets such as those hi-performance SAMs and AA guns. Don't damage the Jammers while doing this.

You can engage the fighters in the area but you'll need a lot of patience to shoot them down. Even with the Jammers down (destroy all but one), the interference blanket is still thick in the area. Fortunately, this affects enemy radar as well. Once the last of the jammers are destroyed, the mission completes.

Unlock Aircraft(s): (1) F-35 "Lightning II"
Unlock Part(s): (SP) AAM Jammer
(1) Auto Gun

MISSION 11B

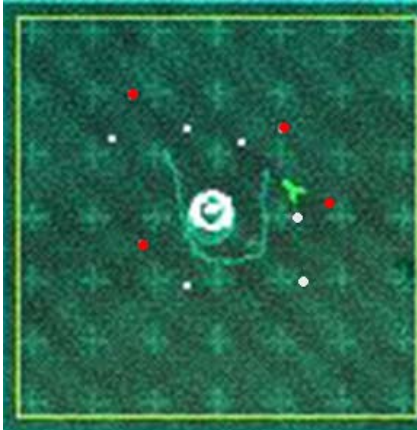
Operation: In Pursuit II 1700 hrs

Objective: Sever power to the high performance SAMs, then destroy the jamming facility.

Notes: Jamming

AIR	-----	0
GRN	-----	16
NVL	-----	0
TGT	-----	6
TTL		22

Basically, this is the same as 11A with just minor differences in the planes and parts to be unlocked.



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The patterns of the "correct" power stations are obvious. Those outlying ones are your targets (red dots)

Since the jamming here is really strong, you'll need to strafe the targets. From time to time, there is a radar "window" where you can get a 5-second clearance to lock-on. But still, you can't rely on that too much.

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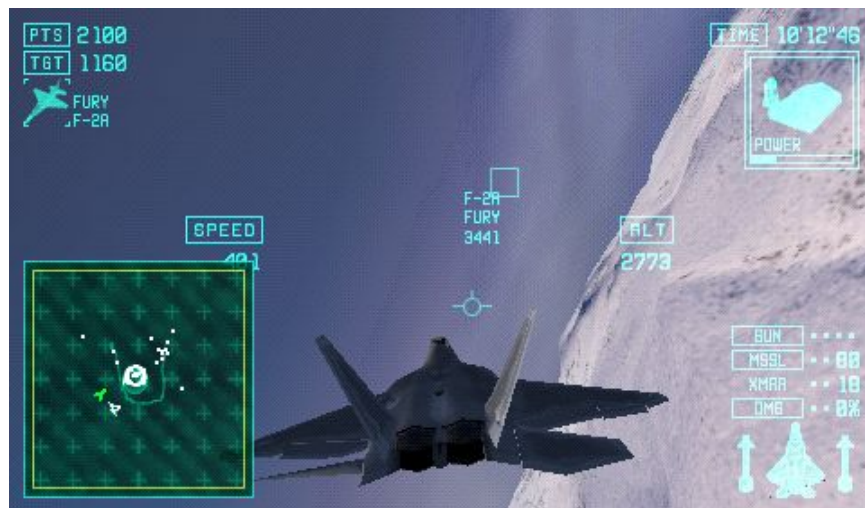
Your starting position will be the opposite of 11A. Same tactics will apply here. Just destroy those power plants and proceed on destroying the jammers.

Ace: F-2A "Fury"

Special Unit: Vehicle

Like Inferno, the ace in 11A, Fury will appear to the northwest. I am sure that both of them appears early in the mission but you will have a hard time telling so because of the jamming. Try your best to engage and shoot him down since he will be a bit faster than Inferno's stealth bomber.

The vehicle special unit will appear after you destroyed the surrounding AA defenses, facilities and vehicles. Bombs will be very helpful here.



Unlock Aircraft(s): (1) Typhoon
(1) F-22 "Raptor"
Unlock Part(s): (SP) NERA Armor

MISSION 12A

Operation: Gaius Tower 1900hrs

Objective: Protect allied troops in their assault on Gaiuss Tower.

Notes: Air-to-air, Air-to-Ground, Assault on Base

AIR	-----	3
GRN	-----	17
NVL	-----	0
TGT	-----	0
TTL	-----	20

Mission Type A: 07A/B-08A-10A-11B-12A

Mission Type B: 07A/B-09A-08B-10B-11A-12A (Allied wingman reinforcements)

Mission Type C: 07A/B-08A-10A-12A (Jamming Interference)

Mission TypeD: 07A/B-09A-08B-10B-12A

(Allied wingman reinforcements, Jamming Interference)

Depending on the mission path you have taken (refer to the mission types above), you could either have additional allies or jamming interference or both.

Start the mission by rushing to the first enemy ground position. If you want to have the ace appear later, ensure that all your allies reach the capital. There will be three enemy aircraft that will engage you but ignore them for the meantime. Sweep through enemy ground formations, then the fighters and some nearby Meson Cannons.



Once you cleared the enemy opposition, just wait until your allies enter the capital walls. The enemy ace will appear along with enemy reinforcements. The special unit will be a vehicle coming out of the tower (probably escaping enemy ranks). Destroy those to obtain your rewards.

Ace: Typhoon "Zephyr"

Special Unit: Vehicle



Destroy all enemy targets and the mission completes.

Unlock Aircraft(s): (1) YR-99 "Forneus"
(1) Su-37 "Terminator"

Unlock Part(s): (SP) Bullet Engine
(1) Minotaur Engine
(1) Bullet Engine
(1) Extra Canard
(1) Titanium Armor

MISSION 12B

Operation: Atmos Ring 1900hrs

Objective: Destroy the Meson Cannon and all enemy aircraft

Notes: Air-to-air, Air-to-Ground, Assault on Base

AIR	-----	0
GRN	-----	3
NVL	-----	0
TGT	-----	10
TTL	-----	13

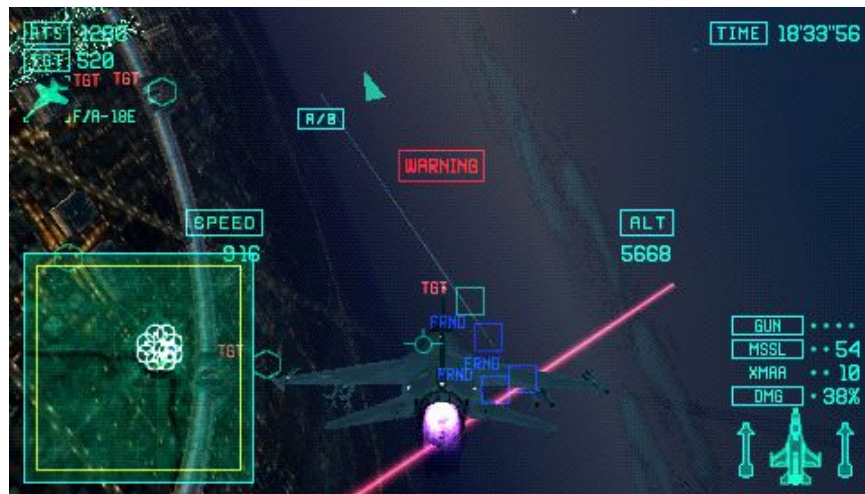
Mission Type A: 07A/B-08A-09B-11B-10A-12B (Normal path)

Mission Type B: 07A/B-08A-09B-11B-12B (Increased number of enhanced cannons)

Mission Type C: 07A/B-09A-11A-10B-12B (Limited SP weapons)

Mission Type D: 07A/B-09A-11A-12B (Increased number of enhanced cannons, Limited SP weapons)

Having some LASMs and LAGMs will be very effective against the Meson Cannons. In this mission, you will be pitted against the MSBR enhanced Meson Cannons and enemy aircraft, about 9 of them. You can bring in XMAAs, QAAMs and other AA SP weapons at your discretion.



One weakness of the Meson Cannons is its rather slow tracking. It won't hit you as long as you're flying at the speed of 600mph and above. Also, aside from its very limited range (it can shoot targets near and inside the ring) it can't hit targets below 2000 ft. You can wade safely under the cannons' lasers but watch out for those AA guns and SAMs below.

Ace: Gripen-C "Riot"

Special Unit: CH-47



As you start the mission, hit your afterburners and **engage the enemy fighters first. Do not destroy any of the Meson Cannons** for the meantime. As long as you maintain your speed above 600, you'll be somewhat immune against the cannons. Or if you're having problems, you can always lure the enemy fighters away from the cannons and shoot them down in a safe distance.

After destroying the two Gripens, two F/A-18E will appear from the southeast. Destroy them as well and the ace will appear together with the last wave to attack you. Shoot them all down.

After clearing the skies, work your way on destroying all those Cannons and MSBRs. Destroy the special unit that will appear on the top of Gaiuss tower. After that, destroy the last cannon/MSBR to complete the mission.

Unlock Aircraft(s): (1) F-15S/MTD

(2) X-02 "Wyvern"

Unlock Part(s): (SP) Thornback Fin (Wing)

(1) Extra Canard

(1) Minatour Engine

MISSION 12C

Operation: Wild Card 1900hrs

Objective: Destroy the Meson Cannon and all enemy aircraft

Notes: Air-to-air, Air-to-Ground, Assault on Base

AIR	-----	4
GRN	-----	8
NVL	-----	0
TGT	-----	17
TTL		29

Mission Type A: 07A/B-08A-10A-09B-11B-12C (normal path)

Mission Type B: 07A/B-08A-10A-09B-12C (Jamming interference)

First, you'll need a fast Multirole with a large payload for this mission. I suggest taking this path on your 2nd playthrough onwards. Anyway, your main objective is to destroy all attacking enemy ground troops as well as the cannons.



As you start the mission, quickly destroy the nearest groups. To be able to make the ace for this stage appears, you'll need to work face and maintain no or very minimal damage to your allies. Don't worry about the Meson Cannons since the Liberation Corps will take control over each station and disable them. Concentrate on eliminating the enemy ground troops.

After the ground units are destroyed, proceed with the destruction of the cannons. A mission update will follow.

Ace: Rafale M "Tyrant"

Special Unit: Gunboat



As long as your allies incurred no or very little losses, the enemy ace will appear. The special unit in this stage will appear as a gunboat, south of the city, along in the river. It will make its way outside the map.

As you defeat all the initial targets, you will receive a mission update. Apparently, some long range missile launchers have gone within the city's firing range. The launchers will be appearing from the north, northeast, east, west and southwestern roads. This is where the speed of your plane determines how easy this part of the mission will be or not.



In addition, enemy air reinforcements will join the fray. Just ignore them for the meantime and hit those after burners and destroy the missiles. If you can still can, destroy the launchers as well to prevent them from further launching missiles.

Though there are considerable intervals when launching, you will have a hard time in case they launch those missiles almost at the same time.

I was told that this mission's ranking system is points based so if you want to score more, destroy all launchers except one. Once you have only one launcher to worry about, you may freely engage those pesky enemy fighters that keep on chasing you.

After the last launcher is destroyed, the mission will end.

Unlock Aircraft(s): (1) YF-23 "Black Widow"
(2) X-02 "Wyvern"
Unlock Part(s): (SP) Light Armor

MISSION 13A

Operation: Alect Squadron 1800hrs

Objective: Destroy the enemy ace squadron

Notes: Air-to-air

AIR	-----	10
GRN	-----	0
NVL	-----	0
TGT	-----	6
TTL		16

This is purely an air to air mission. You will face the elite enemy ace squadron and the whole wave of enemy fighters. Ace Combat Zero has a lot of these missions which I really loved.

Anyways, apply all what you learned here. Avoid flying a straight line and don't let the enemies surround you or you'll get trapped in the crossfire.



Ace: F-22 "Pain"/ SU-37 "Sorrow"

Special Unit: Container Ship



The special unit will appear on the eastern part of the map as soon as the Alect Squadron appears. Destroy all enemy fighters, and leave one Alect member alive. After a few seconds, two aces will appear from both sides of the map. Destroy them first for additional scores and rewards.

Once the last alect member goes down, the mission completes.

Unlock Aircraft(s): (1) F/B-22 Concept
Unlock Part(s): (SP) Enhanced GSPM
 (1) Extra Ammo
 (2) Long Range MSSL--- Finish the mission with an S-rank using X-02 Wyvern.

MISSION 13B

Operation: Armada 1800hrs

Objective: Destroy the enemy fleet

Notes: Air-to-ship

AIR	-----	0
GRN	-----	0
NVL	-----	0
TGT	-----	17
TTL	-----	17

Bringing in some LASMs and LAGMs will be helpful, especially those threatening cruisers. As much as possible, disable the enemy ship's armament first. Note that they can still fire weak machine gun fire even with their conventional weapons stripped off.



Avoid staying in the middle of the battlegroup or you will be shredded into pieces. The best approach is to find your target ship, which is normally the one in the outer part of the group. Fly fast and low, once you get a lock-on, release your missiles then pull out. Basically you will be doing some hit and run attacks. Since your SP weapons come in limited supply, prioritize on which target you will use them. Aegis cruisers with mounted SAMs and AA guns usually come first.





Take care of the first fleet. After destroying all of them, proceed to the much heavier formation of enemy ships. Note that there is an aircraft carrier there that will keep on launching F-35s to intercept your squadron. Destroy them quickly and the first enemy ace will appear, alongside with the special unit, a stealth B-2A bomber.

Ace: YF-23 "Spider"/ Destroy F-15S/MTD "Comet"

Special Unit: B-2A Stealth bomber

Proceed to the 3rd fleet and destroy everything, except for the battleship. The second ace (Spider) will appear as well. Shoot down all non-targets. You may leave the carriers afloat since they will continuously launch fighters as long as they can. You can use this to score more.

Once the last target ship sinks, the mission ends.

Unlock Aircraft(s): (1) Mig-1.44

Unlock Part(s): (SP) Tracker Missile

MISSION 14A

Operation: Firestorm 1300hrs

Objective: Destroy all enemy transport ships and storage facilities

Notes: Air-to-ship

AIR	-----	3
GRN	-----	0
NVL	-----	0
TGT	-----	8
TTL		11

This mission may look easy as first look but its challenging, actually.



You need to destroy those hangars containing highly explosive chemical/material. The tricky part is that the entrances of those hangars are at sea level; which means you'll need to fly low, get a clean shot before firing.



Another thing is that you'll need to quickly move away after releasing your missiles to avoid being caught in the massive explosion resulting from the destroyed hangar. Not challenging enough? Well, most of the entrances are blocked by islands, which mean you'll need to fly over those floating pieces of rock, "hug the deck" or follow the terrain closely, until you reach the hangar's entrance.

Enemy planes will be here of course. Enemy ships are scattered around the place as well though there are just a few of them that poses any threat at all.

Ace: Mig-1.44 "Lancer"

Special Unit: Submarine



To make the enemy ace appear, don't destroy the container ships nearby some of the entrances. Destroy the hangar directly and let the blast radius engulf and destroy those ships. The ace will appear to the east. The special unit however, will be available after destroying a few targets.

After the last hangar is destroyed, the mission ends.

Unlock Aircraft(s): (1) Su-47 "Berkut"

Unlock Part(s): (SP) SCRAM Jet Engine

Mission 14B

Operation: Offline 1300hrs

Objective: Destroy all enemy satellite control facilities

Notes: Air-to-ship

AIR	-----	4
GRN	-----	4
NVL	-----	3
TGT	-----	12
<hr/>		
TTL		23

This is an easy mission as long as you have the right plane. LAGMs works well against these clustered targets while XAGMs will quickly deplete your SP weapon reserve. This radar cluster is protected by aegis cruisers, enemy planes and conventional anti-air defenses.



There is nothing special to note here, just consider this as a straightforward demolition mission. After destroying all land targets, more enemy reinforcements will appear, including the ace of this mission and the special container ship.

Ace: F/B-22 "Orca"

Special Unit: Container Ship



Orca will appear from the eastern side of the map along with F-22s. The container ship can be easily identified since it will be just a lone dot in the map.

Take note of your timer when doing this mission. As soon as you receive the mission update, you could have less time than you think.

Approach the control tower inside the cave. Be warned that two submarines are waiting there to ambush. You can approach the cave, slow down then pull out after the underlying subs come out, and then sink them.



Once you got a lock to the control tower, don't fire your missiles immediately. Slow down, and make sure you have enough space to incline or "look down" to fire the missile. It just takes one missile hit to destroy the tower. Fly through the tight tunnel slowly and the mission completes.

Unlock Aircraft(s): (1) S-32
Unlock Part(s): (SP)

MISSION 15A

Operation: End of Deception I 0400hrs
Objective: Destroy all Fenrir advanced attack aircraft
Notes: Air-to-air, Assault on Base

AIR	-----	3
GRN	-----	5
NVL	-----	0
TGT	-----	4
TTL		12

Mission Type A: 12A/B-13A-14B-15A (Normal Path)

Mission Type B: 12A/B-13A-15A (Enhanced accuracy of microwave weapon [HPM])

Welcome to the last stage. As shown in the mission type above, skipping 14B will make the Fenrir's HPM more accurate. HPM is a microwave weapon mounted on the Fenrir that heats up the target's fuel tanks and makes them explode.



If caught, the only way to escape is to hit the afterburners and exceed speeds of 900mph. Remember that you should fly a straight line so that you'll accelerate faster.

The Fenrirs will be hard to track down since they have optical camouflage and their mobility is superb. Having QAAMs in this battle helps a lot but you should have a clean shot first. If you are using an experimental plane, make sure that you have equipped Tracker MSSL and Sniper OS. This will further increase your plane's potential against these advanced targets.

Ace: S-32 "Eliza"

Special Unit: Container Ship



Eliza appears from the northeast after shooting down two Fenrirs. The container ship will appear after the first shockwave cannon blast.

After destroying all the Fenrir aircrafts, your mission update is to destroy the enemy shock cannon. As usual, you'll need to fly below the cannon's edge to avoid getting shot down. Note that the shock cannon have some AA defenses so strip them off if you still have time.

The shock cannon also has a shorter firing interval compared to the one mounted of the Gleipnir so be ready to dive down anytime. It will take several direct missile hits to destroy this target. For better results, try shooting your gun will firing the missiles. It's a risky move but it is guaranteed to destroy the target much faster.

After that, watch the following scenes and.... Congratulations for finishing the game!



Unlock Aircraft(s): None
Unlock Part(s): (SP) Adv Titanium Armor
Unlocks: Music Player
 Scene Viewer

MISSION 15B

Operation: End of Deception II 0400hrs
Objective: Destroy all Fenrir advanced attack aircraft
Notes: Air-to-air, Assault on Base

AIR	-----	3
GRN	-----	3
NVL	-----	0
TGT	-----	8
TTL		14

Mission Type A: 12A/B-14A-13B-15B (Normal Path)

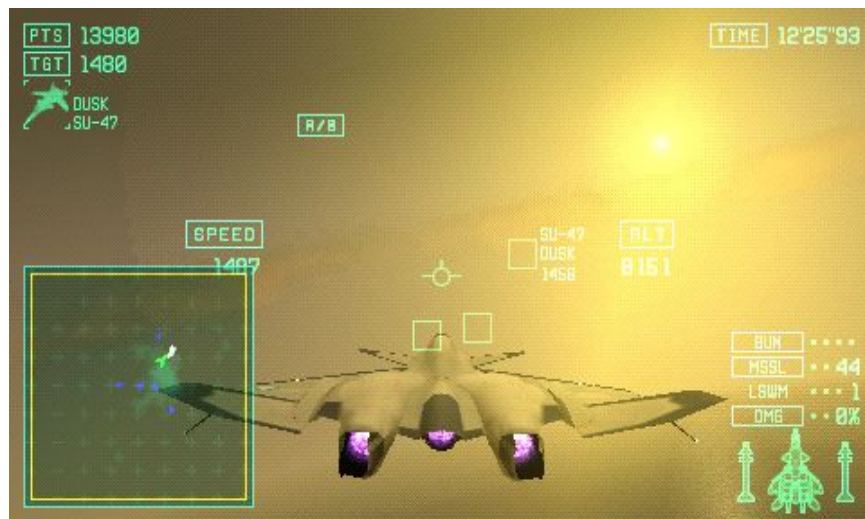
Mission Type B: 12A/B-14A-15B (Enemy fleet reinforcements)

This mission can be divided into three major parts:

1. Initial air battle/ intercept
2. Allied amphibious landing, opening of the generators
3. Flying inside the fortress to destroy the last Fenrir.

Depending on what mission type/path you have taken, there could be an enemy fleet blocking the allied amphibious landings or not. But don't worry since the allied fleet is much superior that they can take those enemy reinforcements by themselves.

The second part is mainly for disabling the optical camouflage of the Fenrir. But, it is very possible that you destroy all Fenrirs without even going to the second part. I have done it several times already but it was really a challenge. The best planes to use to at least "match" the Fenrir's mobility are the SU-37, F-22, MiG-1.44, S-32, SU-47, tuned X-02 and of course, the all might Fenrir itself. Having QAAMs or XMAAs will further make your work easier.



Ace: SU-47 "Dusk"

Special Unit: U-2

Dusk will appear after downing at least two Fenrirs.

If you have destroyed the Fenrirs, the allied landing units will continue inside the fortress and the second part will be skipped. You will get a mission update after that.

Objective: Chase down and destroy all Fenrir advanced attack aircraft within the fortress

You will need to fly *inside* the fortress. Don't worry; compared to the Megalith of Ace Combat 4, the tunnel here is a lot more spacious. Fortunately, there is only one Fenrir that you'll need to shoot down. But you need to shoot it down immediately since it will attempt to get away.



Enter the tunnel by flying start to the west first then slowly circling back. Keep your speed below 400mph because if you are using a plane with low stability (common in high speed fighters and multiroles), a single jerk can take you out of control. So be careful.

The special unit is parked inside the tunnel, to the left. If you have XMAAs or XLAAs (you should have), fire them as soon as you get a lock-on with Fenrir. It is possible to fly within the left corridor in case you didn't hit the U-2 but you need careful flying or you'll kiss the walls.

After all of those are done, carefully fly to the end of the tunnel and fly out of the base. Watch the following scenes and congratulations for finishing the game!

Unlock Aircraft(s): None
Unlock Part(s): (SP) Fenrir ECMS
Unlocks: Music Player
 Scene Viewer

MISSION SP

Operation: Operation X ----hrs

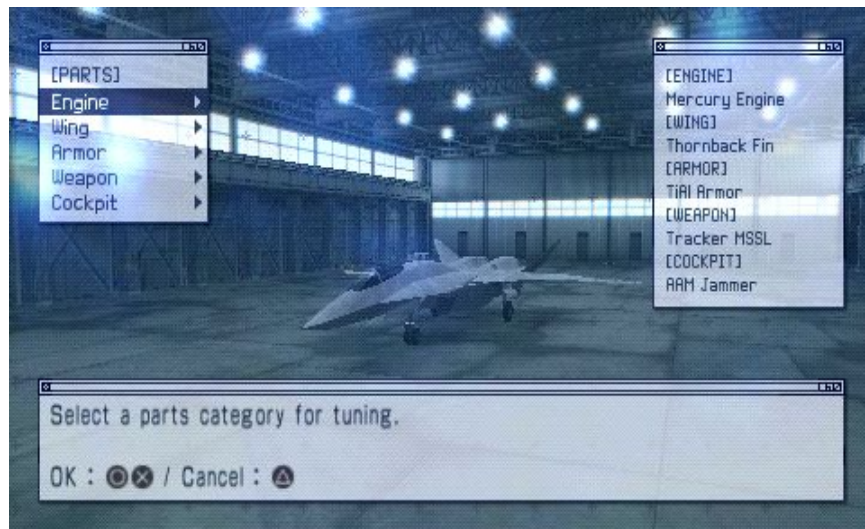
Objective: Destroy all targets

Notes: Air-to-Air

AIR	-----	?
GRN	-----	0
NVL	-----	0
TGT	-----	?
TTL		?

This mission can only be unlocked after completing all missions in the game. You can check out the ones that you haven't unlocked yet by going to the Main Menu- Free Mission.

Alright, time to test your abilities. In this mission, you will face ALL experimental planes from APALIS to X-02. A tuned X-02 or a XFA-27 will give you a variety of advantages than normal fighters. You'll need any advanced fighter you have in your inventory but I prefer using/ tuning an X-02 with the following parts:



Engine: Mercury Engine

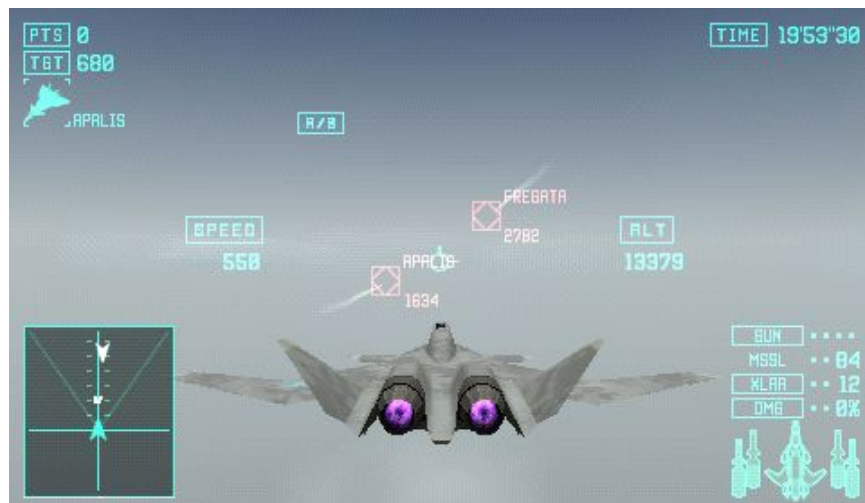
Wing: Thornback Fin

Armor: Ti-AI Armor

Weapon: Tracker MSSL

Cockpit: AAM Jammer or Sniper OS

There is not much of a strategy needed here. All you need is your dogfighting skills. The first wave consists of slower and easier to hit Apalis and Fregatas.



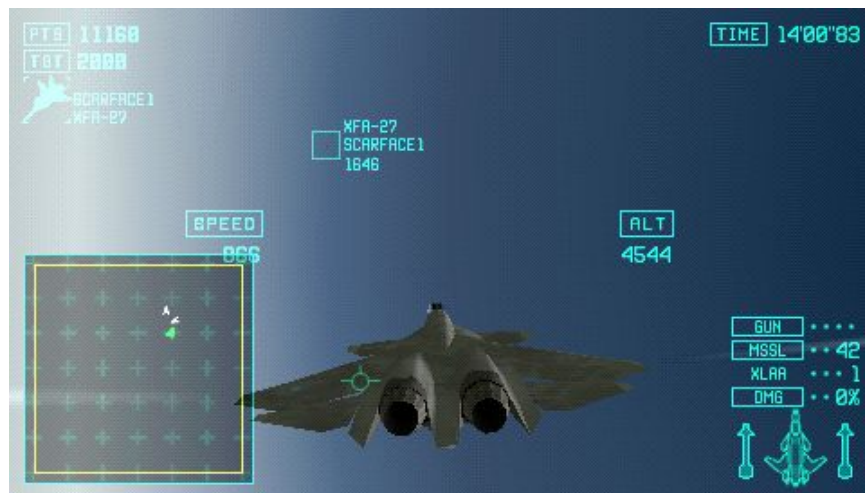
After destroying the following waves, the targets will appear. You'll need to shoot down three Falkens, two of them equipped with TLS. (Tactical Laser System)



Shoot them down but leave at least one Falken intact. Two aces will appear from both sides of the map.

Ace: XFA-27 "Scarface One"⁴ / ADF-01 "Z.O.E."⁵

Special Unit: None



⁴ XFA-27 "Scarface One" – This ace is referenced from the game Ace Combat 2, probably the leader of the mercenary strike force codenamed Scarface. < http://en.wikipedia.org/wiki/Ace_Combat_2>

⁵ ADF-01 Falken "ZOE" – first appeared as a non-playable aircraft in Ace Combat 2, piloted by the enemy ace commander of Z.O.E



Get rid of the aces first then take down the last Falken to end the mission. Congratulations!

Unlock Aircraft(s): ADF-01 "Falken"

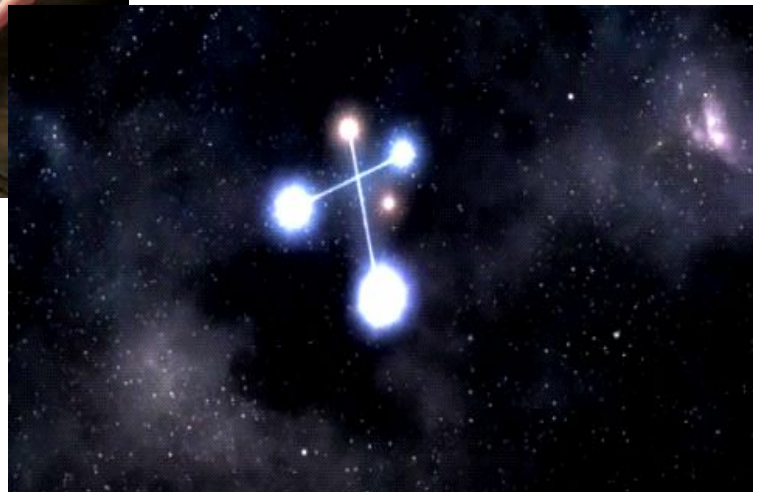
Unlock Part(s): None

Unlocks: SP Color 1 of Apalis, Fregata, XFA-27, Cariburn, Forneus, and X-02

NOTE: I hate to admit but the unlocked parts are still incomplete. It is possible that I may have forgotten to take note of them after unlocking or I haven't successfully unlocked them. The list of the parts I'm lacking or the ones I forgot belongs to what mission will be listed in the end of this guide.

If you have any corrections or suggestions for these parts, please email them to me and I will post your names in my credits section.

~~~ Paul Vhayste





## Aircraft List

There are three major groups of planes. Each of them is classified according to their performance, ordinance and the types of missions they are best suited. Choosing what plane to bring for a mission will determine your survival when deployed.

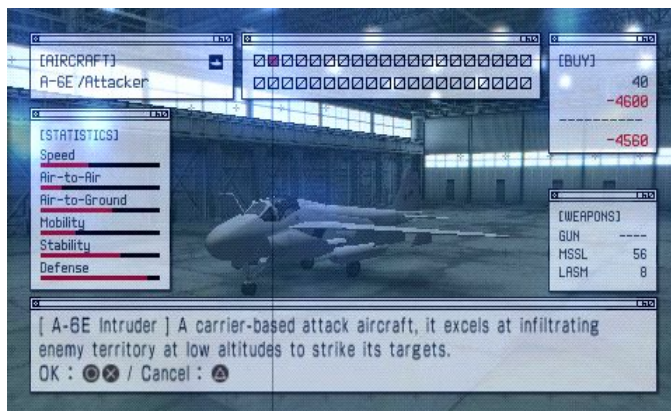
Real-life plane stats and details can be found in Wikipedia. < [http://en.wikipedia.org/wiki/Main\\_Page](http://en.wikipedia.org/wiki/Main_Page) > Additional facts for some real-life planes in this guide have been referenced from Wikipedia as well.

## ATTACKERS

These aircrafts are bombing specialist and ground target killers. They excel in flying at subsonic speeds while “hugging the deck” or flying low. They have heavy armors that make them sturdy enough to withstand enemy fire. Their weakness however, is their stiff maneuverability. It will be hard to avoid enemy missiles just by evading it. Attackers are also capable of engaging enemy ships.

Normally referred to as “bombers”, they carry enough ordinances to destroy large groups of ground units. Newer bombers are faster, more agile and more maneuverable.

### A-6E “Intruder”



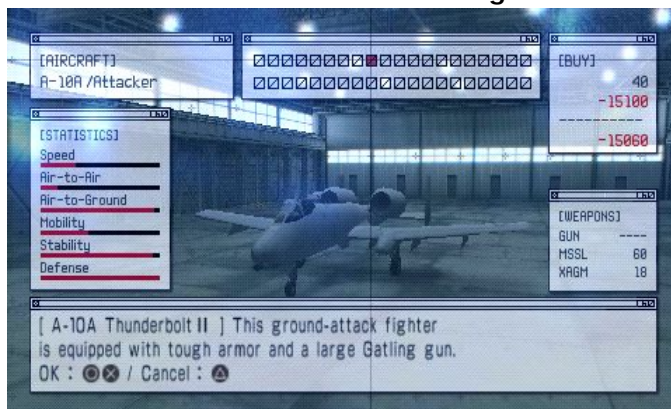
#### Special Weapons:

UGBL –12 Default  
LASM – 8 1800c  
XAGM – 14 2000c

**UNLOCK:** Complete mission 01

**NOTES:** Your earliest attacker to boot, the AE-6 will be a waste of money. It has very low maneuverability making it really hard to turn. Its speed is not that great also, making it a challenge to chase down and engage enemy aircraft. Albeit its stiff controls, it has superb stability, letting it fly at very low speeds without stalling. A decent plane for ground missions but other than that, stick with your F-4E instead.

### A-10 “Thunderbolt II” a.k.a Warthog





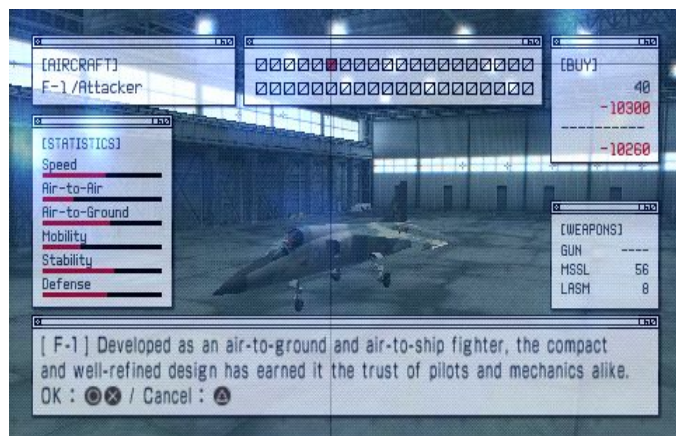
### Special Weapons:

|           |       |
|-----------|-------|
| XAGM – 18 | ----- |
| SFFS -14  | 6500c |
| FAEB – 10 | 8400c |

**UNLOCK:** Complete Mission 06B

**NOTES:** The A-10A is a great attacker. It has better stats and payload compared to the A-6E. Originally designed for close air support, this plane can also track engage multiple ground targets at once. It has tougher armor, enabling it to withstand at least 5 direct missile hits (in Normal Mode). Also, being able to carry 10 FAEBs, it has one of the most destructive planes in the game in terms of bomb runs.

### F-1



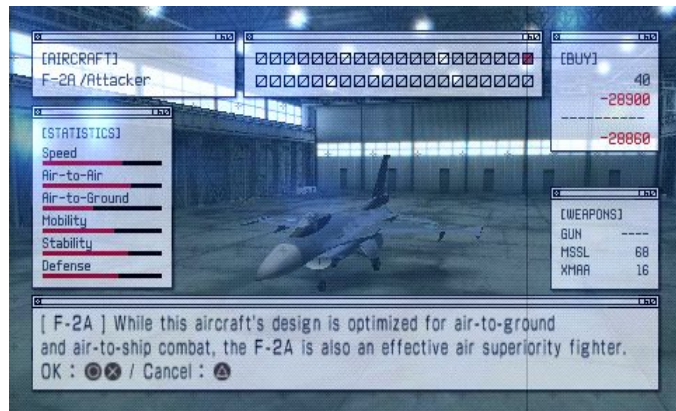
### Special Weapons:

|           |       |
|-----------|-------|
| RCL – 10  | ----- |
| UGBL – 12 | 3800c |
| LASM – 8  | 4100c |

**UNLOCK:** Complete Mission 01, second playthrough

**NOTES:** The F-1 is a decent attacker that is quite agile and maneuverable. Although its not as tough as the A-10 and the A-6E, its enhanced maneuverability and speed will enable it to engage aerial targets. The RCL as a default weapon won't help you that much so just try to get the UGBL or better yet, the LASM.

### F-2A



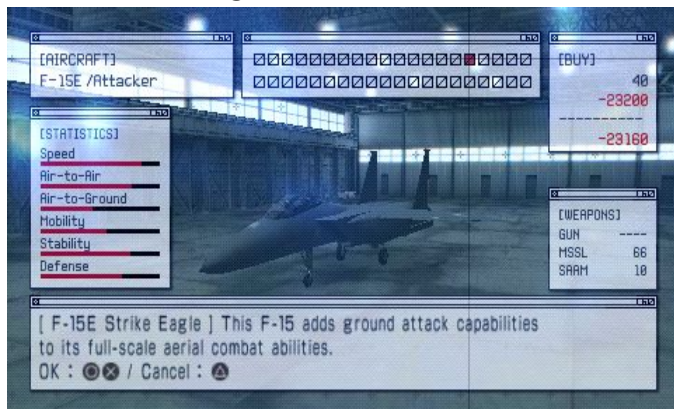
### Special Weapons:

|           |        |
|-----------|--------|
| LASM – 10 | -----  |
| SFFS – 14 | 12300c |
| XMAA – 16 | 14200c |

**UNLOCK:** Complete mission 09B

**NOTES:** As the description states, this attacker is primarily designed for air to ground combat. However, it has superb maneuverability and great stability as well. The reason this plane is tagged as an attacker and not as a multirole is because its special weapons are all dedicated anti-ground ordinances. One great aspect for this plane however, is that it can engage air units and fend for its own targeted. As for the design, this greatly resembles the F-16C "Fighting Falcon"

## F-15E "Strike Eagle"



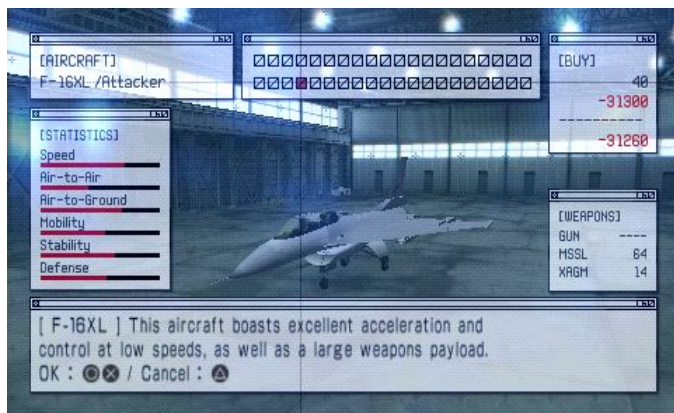
### Special Weapons:

SFFS – 12 ----  
SAAM – 10 10400c  
GPB – 14 8600c

**UNLOCK:** Complete Mission 07B

**NOTES:** Another crossover between a multirole and an attacker. Based on the stats, this fighter is more than capable of engaging air targets but is also an effective high speed bomber. The Strike Eagle has great speed and mobility for an attacker and also has great defense and stability as well. It's a derivative from the F-15 Eagle, air superiority fighter.

## F-16XL



### Special Weapons:

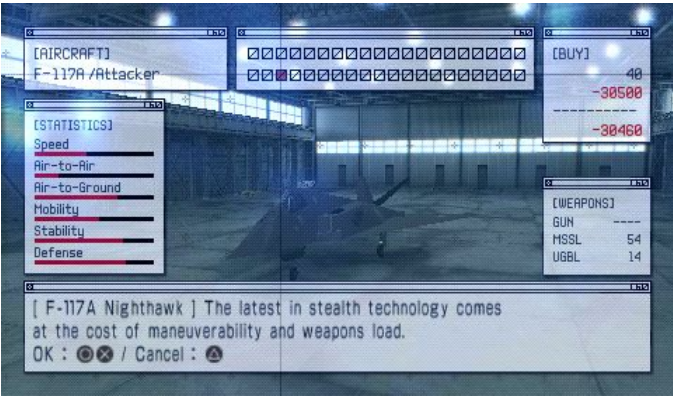
XAGM – 14 ----  
SAAM – 10 14000c  
BDSP – 8 12100c

**UNLOCK:** Complete Mission 07C



**NOTES:** Similar to the F-15E, the F-16XL is also a derivative or another version, this time, taken from the F-16. Its performance is a bit off but still comparable from the F-15E. Though a decent high speed attacker, this plane can be overshadowed by the much better performing F-15E, not to mention its cost versus the mentioned aircraft.

**F-117A “Night Hawk”**



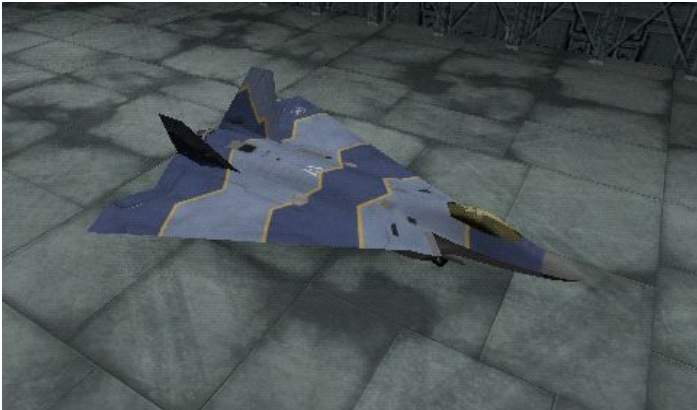
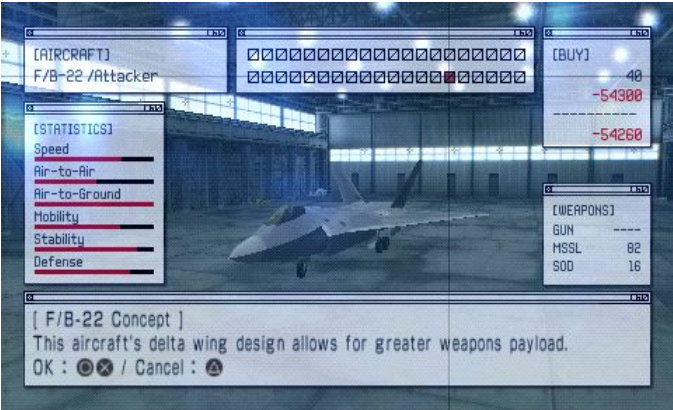
**Special Weapons:**

GPB – 16                    ----  
UGBL – 14                    11300  
LAGM – 12                    12600

**Unlock:** Complete Mission 09A

**NOTES:** Honestly, its stealth doesn't really help too much against enemy trackers and radars. You won't even know that this plane has stealth. Just think of it as an advanced version of the A-10A. You can just spend your money on other better planes or better yet, on those high speed bombers like the F-16XL and the F-15E.

**F/B 22 Concept**



**Special Weapons:**

SOD – 16                    ----  
XAGM – 16                    23900  
BDSP – 12                    22400

**Unlock:** Complete Mission 13A

**NOTES:** A derivative from the F-22 Raptor, the F/B-22 is considered the modern pinnacle of stealth, high speed bombers. It has the superb maneuverability, defense and speed of the F-22 while maintaining great stability for targeting ground units. Even as an attacker, the plane's awesome mobility allows it to intercept targets and engage high speed fighters.



## Mirage-2000D



### Special Weapons:

UGB – 14                    ----  
GPB – 10                    5600  
XAGM – 12                   6600

**Unlock:** Complete Mission 03B

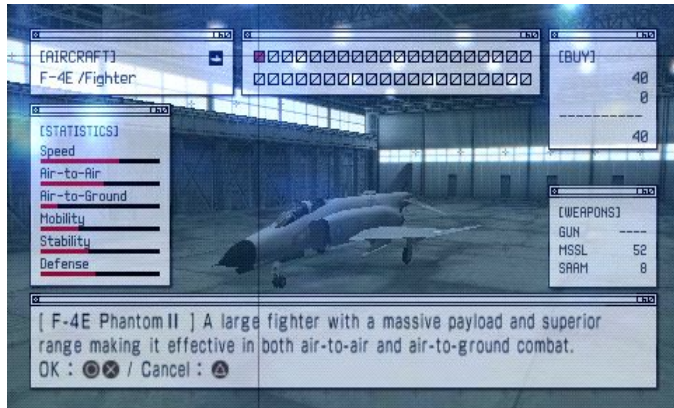
**NOTES:** A dedicated air-to-ground interdictor, this is one of the decent attackers you can get for the start of the game. It has average mobility and stability to engage with medium air-to-air engagements or bombing runs.

## FIGHTERS

Aircrafts built for engaging enemy fighters and air targets. They are agile, quick and deadly. They are also deployed to escort transports and bombers, defend bases and even protect the fleet. They are capable of turning sharply at very high speeds as well.

The weaknesses of fighters include lesser armor to make the plane lighter but making it more vulnerable against enemy fire and their sensitivity when attacking the ground can make the plane wobbly and crash.

## F-4E Phantom II



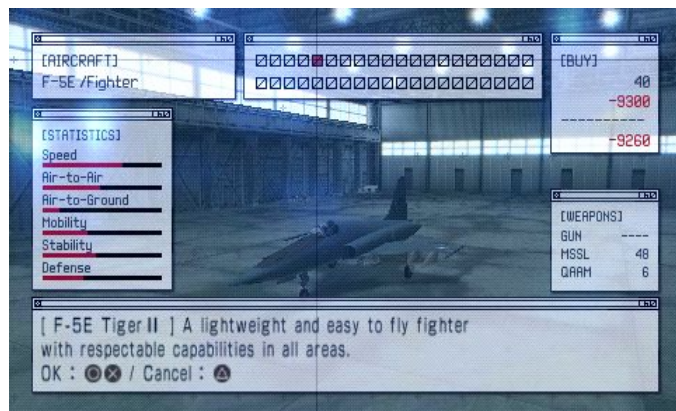
### Special Weapons:

NPB – 10                    ----  
SAAM – 8                    2600  
UGBL – 8                    2300

**Unlock:** Starting aircraft

**NOTES:** A decent plane as your starting aircraft, the Phantom II can double as a medium bomber when needed.

## F-5E Tiger II



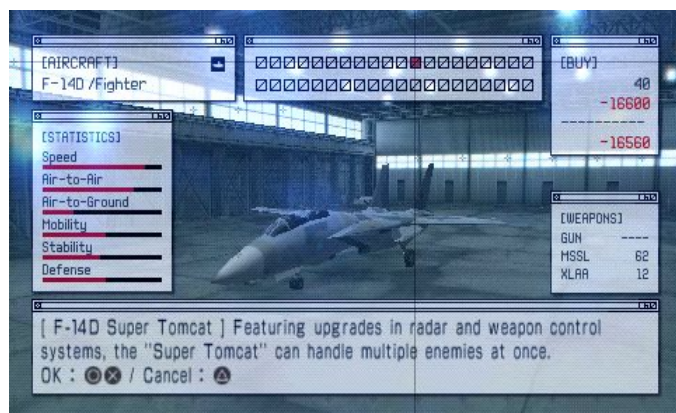
### Special Weapons:

UGB – 12 ----  
RCL - 10 2700  
QAAM – 6 3700

**Unlock:** Complete Mission 04B

**NOTES:** Although it has better stats than the F-4E, by the time you'll get this plane, you'll already have access to better planes. Or yet, just stick with your trusty Phantom II.

## F-14D Super Tomcat



### Special Weapons:

XLAA – 12 ----  
NPB – 12 5900  
GPB – 10 5900

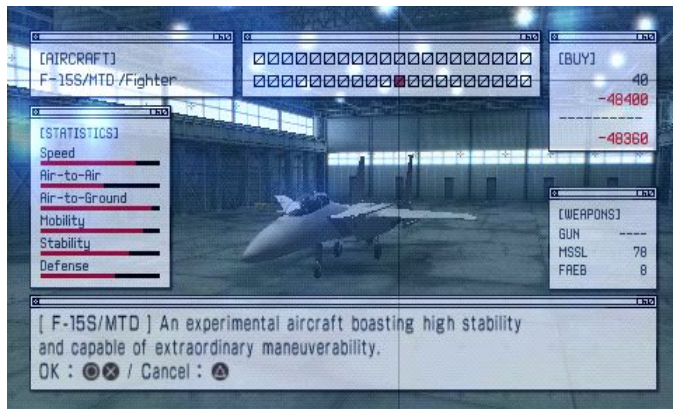
**Unlock:** Complete Mission 06A

**NOTES:** A low cost, carrier-based fighter that can also take on medium air-to-ground missions. Its variable geometry wing<sup>1</sup> retracts when flying at high speeds and extends on low speeds to maintain good stability.

<sup>1</sup> <http://en.wikipedia.org/wiki/Swing-wing>



## F-15S/MTD



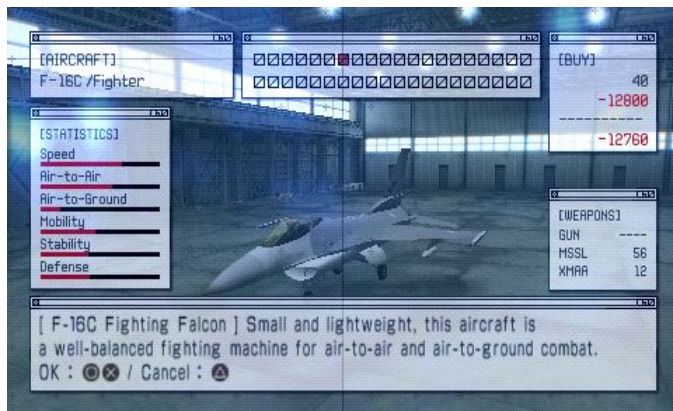
### Special Weapons:

|           |       |
|-----------|-------|
| XLAA – 14 | ----  |
| SOD – 16  | 21200 |
| FAEB – 8  | 25700 |

**Unlock:** Complete Mission 12B

**NOTES:** A heavily modified version of the F-15, this fighter is used as an experimental aircraft to use thrust vectoring and other advanced electronics. Some of these enhancements are applied on modern advanced aircrafts such as the F-22. Though optimized for aerial combat, the F-15S/MTD is also capable of carrying and dropping devastating FAEBs (Fuel Air Explosive Bombs)

## F-16C Fighting Falcon



### Special Weapons:

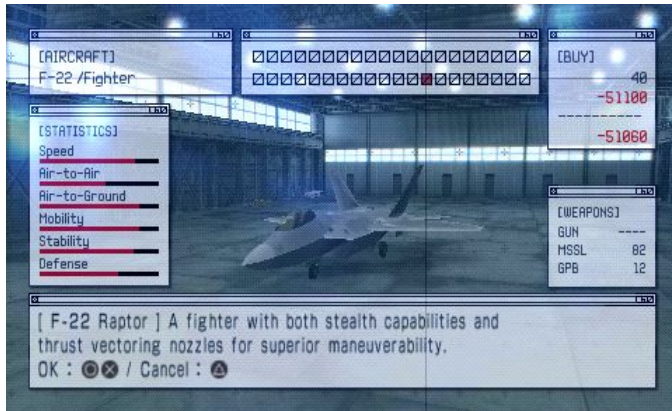
|           |      |
|-----------|------|
| RCL – 10  | ---- |
| LAGM – 8  | 5000 |
| XMAA – 12 | 5900 |

**Unlock:** Complete Mission 04A

**NOTES:** Designed as a lightweight fighter, the F-16C is also optimized for air-to-ground combat, further enhancing its strike capability. Just replace the crappy default RCL as your special weapon.



## F-22 Raptor



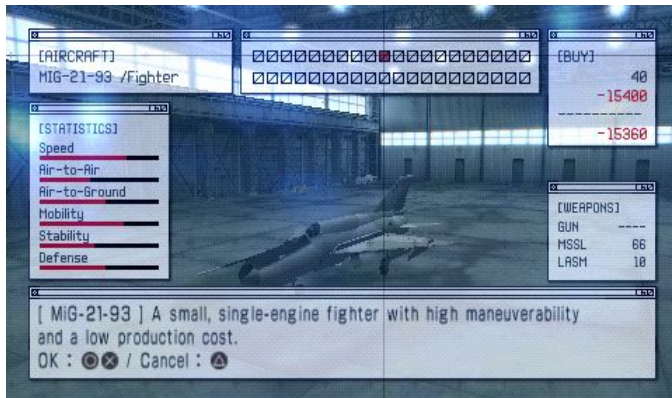
### Special Weapons:

XMAA – 18 ----  
GPB – 12 18500  
SOD – 12 21100

**Unlock:** Complete Mission 11B

**NOTES:** The Raptor is the icon of the 21<sup>st</sup> century aircraft. Fully automatized and computerized, it was meant to be the superior fighter that will rule the skies. Thrust vectoring<sup>2</sup> gives the Raptor superb maneuverability and mobility; not to mention its large payload and stealth capabilities.

## MiG-21-93 Fishbed



### Special Weapons:

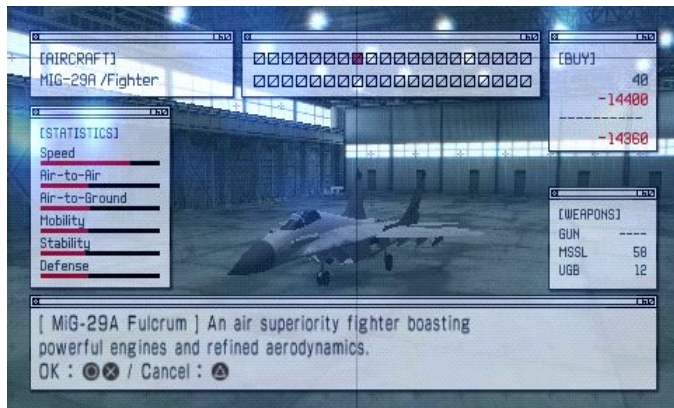
SAAM – 8 ----  
LASM – 10 7100  
ECMP – 5 6800

**Unlock:** Complete Mission 03A, second playthrough

**NOTES:** A cheap yet decent fighter that has high mobility and speed. The ACX version of this plane is a little beefed up since the plane's capability is comparable to the starting aircrafts such as the F-4E and F-5E. And because you'll acquire this plane on your second playthrough, you will probably want to save up the money to buy more powerful planes.

<sup>2</sup> [http://en.wikipedia.org/wiki/Thrust\\_vectoring](http://en.wikipedia.org/wiki/Thrust_vectoring)

## MiG-29A Fulcrum



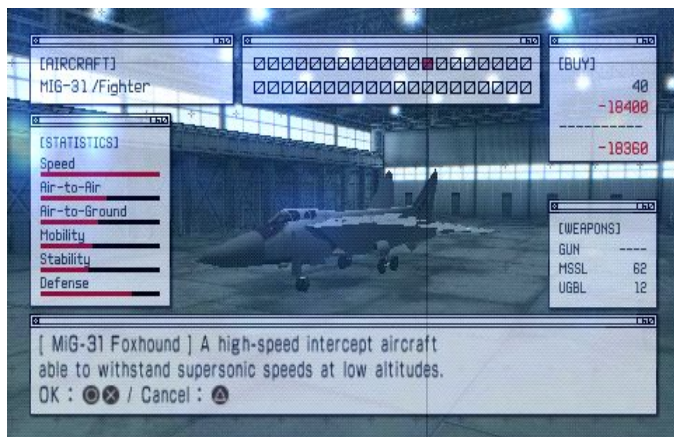
### Special Weapons:

UGB -12 ----  
RCL - 12 4500  
SAAM - 10 6500

**Unlock:** Complete Mission 05B

**NOTES:** An average plane with average stats. Nothing special about this aircraft so you may want to find better alternatives other than the Fulcrum.

## MiG-31 Foxhound



### Special Weapons:

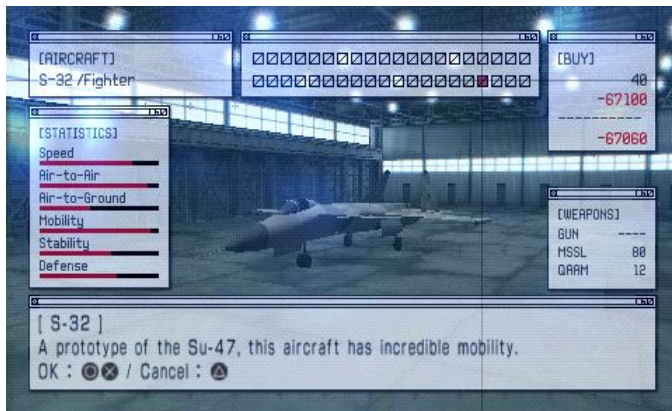
SAAM - 8 ----  
UGBL - 12 6700  
XLAA - 12 8600

**Unlock:** Complete Mission 05A

**NOTES:** Though the Foxhound has superb speed and defense, it doesn't have the capability to use that speed to outmaneuver the enemy; all because of its really low mobility. You will notice how hard the plane turns during tight dogfights.



## S-32



### Special Weapons:

|           |       |
|-----------|-------|
| QAAM – 12 | ----  |
| LAGM – 14 | 28700 |
| ECMP – 8  | 32500 |

**Unlock:** Complete Mission 14B

**NOTES:** The prototype of the SU-47 Berkut, the S-32 boasts excellent speed and mobility, not to mention large weapons payload, suitable for heavy dogfights and intercept missions. Its forward swept<sup>3</sup> wings help the plane manage sharp turns at high speeds, while providing stability.

## SU-27 Flanker



### Special Weapons:

|           |       |
|-----------|-------|
| XMAA – 12 | ----  |
| UGB – 12  | 8500  |
| SFFS – 10 | 11000 |

**Unlock:** Complete Mission 08B

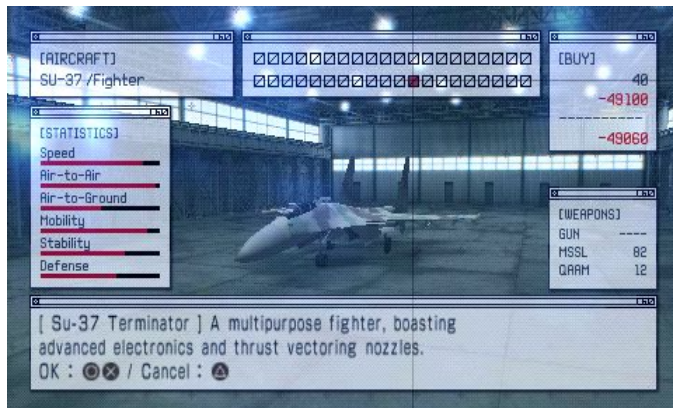
**NOTES:** The SU-27 is designed to be a long range air superiority fighter. The plane performs decently on dogfights and can even carry out interdiction<sup>4</sup> missions as well.

<sup>3</sup> [http://en.wikipedia.org/wiki/Forward-swept\\_wing](http://en.wikipedia.org/wiki/Forward-swept_wing)

<sup>4</sup> [http://en.wikipedia.org/wiki/Air\\_interdiction](http://en.wikipedia.org/wiki/Air_interdiction)



## SU-37 Terminator



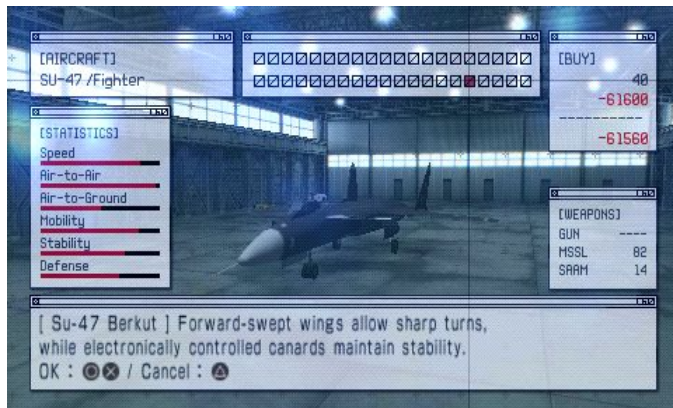
### Special Weapons:

QAAM – 12                ----  
FAEB – 8                26100  
XLAA – 16              24300

**Unlock:** Complete Mission 12A

**NOTES:** Previously known as the Super Flanker, the Terminator is based on the SU-27's design and was made to be the direct competitor of the F-22 Raptor. It boasts superb maneuverability, thanks to its thrust vectoring nozzles. It also has stealth capabilities and excellent speed, making it ideal for stalking enemy fighters and shooting them down.

## SU-47 Berkut



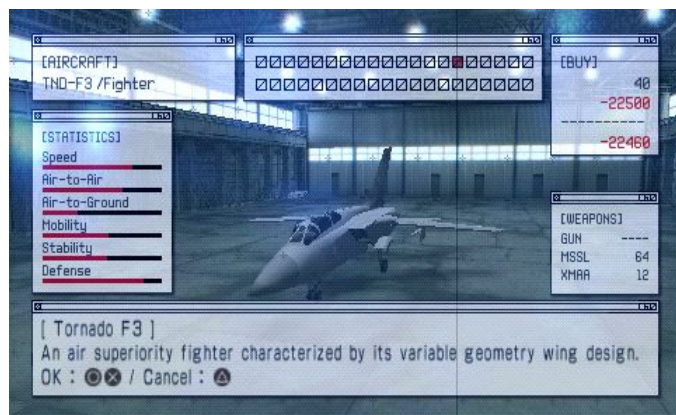
### Special Weapons:

QAAM – 14                ----  
NPB – 16                23700  
BDSP – 12              25400

**Unlock:** Complete Mission 14A

**NOTES:** The final version of the S-32, which is also known previously as the S-37 (don't mix it up with the SU-37). The forward swept wings are still retained while advanced electronics are added, including electronic controlled canards.

## Tornado F3



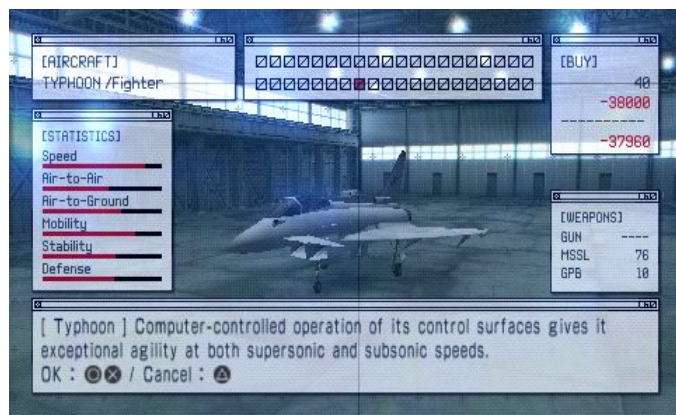
### Special Weapons:

|           |       |
|-----------|-------|
| XMAA – 12 | ----  |
| SAAM – 12 | 10400 |
| ECMP – 5  | 10300 |

**Unlock:** Complete Mission 07A

**NOTES:** An air superiority fighter that has variable geometry wings<sup>5</sup>, similar to the F-14D Tomcat. The Tornado has excellent defense and speed and has good mobility as well.

## (Eurofighter) Typhoon



### Special Weapons:

|           |       |
|-----------|-------|
| XLAA – 14 | ----  |
| GPB – 10  | 13200 |
| SFFS – 12 | 15100 |

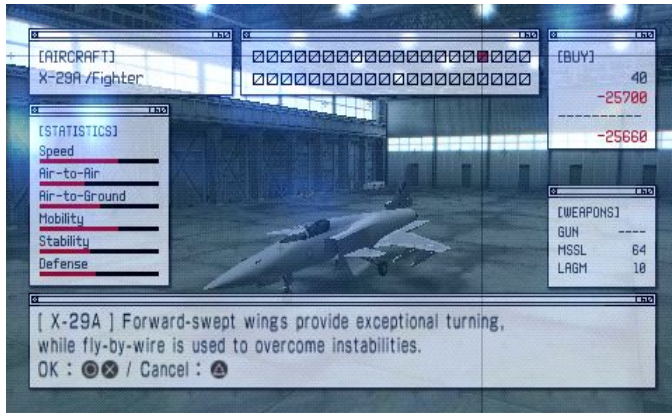
**Unlock:** Complete Mission 11B

**NOTES:** A modern aircraft boasting advanced avionics and computerized controls makes it a great all-around fighter.

<sup>5</sup> <http://en.wikipedia.org/wiki/Swing-wing>



## X-29A



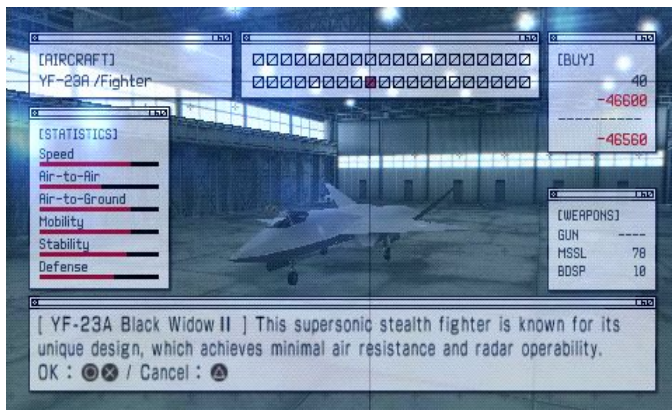
### Special Weapons:

|           |       |
|-----------|-------|
| QAAM – 10 | ----  |
| FAEB – 6  | 13100 |
| LAGM – 10 | 10300 |

**Unlock:** Complete Mission 07B, second playthrough

**NOTES:** An experimental aircraft in real life that never saw combat, ACX's version of the X-29 is an agile, fast and good aircraft that has good air and ground weapons.

## YF-23A Black Widow II



### Special Weapons:

|           |       |
|-----------|-------|
| QAAM – 12 | ----  |
| NPB – 12  | 16800 |
| BDSP – 10 | 18600 |

**Unlock:** Complete Mission 12C

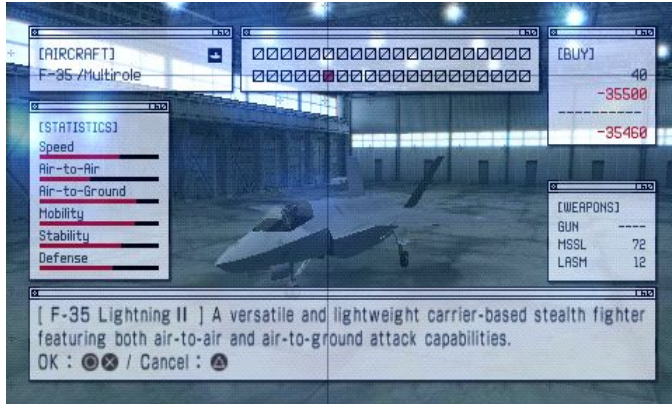
**NOTES:** A prototype of the F-22 Raptor, the Black Widow II built with stealth as the primary aspect.



## MULTIROLE

These aircraft are the hybrid or the cross between fighters and attackers. Their main strength lies in their all-around attributes and capability of being deployed on any mission. They have the strength, speed and agility of fighters and the toughness and stability of attackers.

### F-35 Lightning II



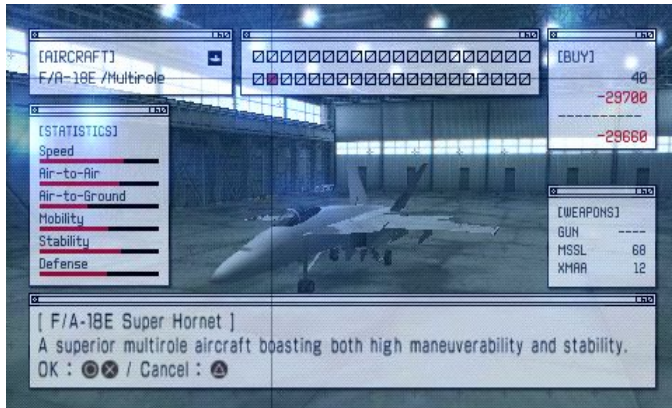
#### Special Weapons:

|           |       |
|-----------|-------|
| LASM – 12 | ----  |
| SOD – 16  | 15600 |
| QAAM – 10 | 15900 |

**Unlock:** Complete Mission 11A

**NOTES:** A carrier-based stealth fighter designed to carry all combat operations, including close air support, interdiction, interception and tactical bombing.

### F/A-18E Super Hornet



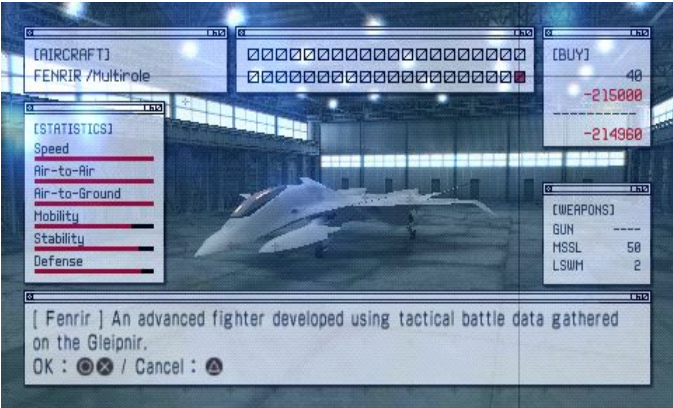
#### Special Weapons:

|           |       |
|-----------|-------|
| XMAA – 12 | ----  |
| NPB – 14  | 11300 |
| ECMP – 4  | 13600 |

**Unlock:** Complete Mission 08A

**NOTES:** A carrier-based multirole fighter that is capable of carrying out high speed strikes and interception while maintaining high speed and stability.

Fenrir (Advanced Aircraft)



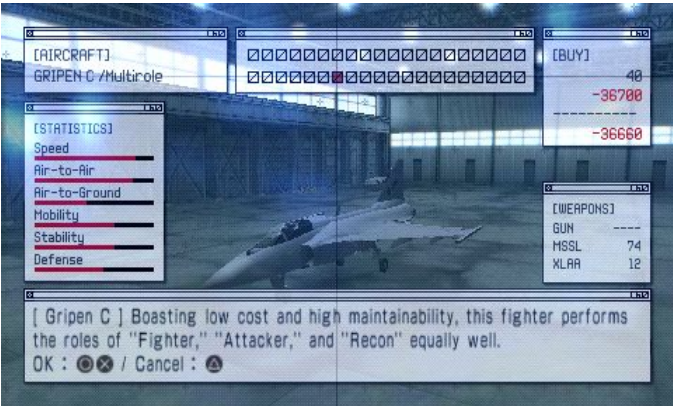
Special Weapons:

|           |        |
|-----------|--------|
| LASM – 18 | ----   |
| XMAA – 22 | 100300 |
| LSWM – 2  | 129000 |

**Unlock:** Complete all missions in the game; then complete the Campaign in Ace Difficulty

**NOTES:** Considered as one of the most powerful aircraft in the game, this fictional piece of advanced futuristic technology can carry two over powerful shockwave missiles, capable of destroying all targets within its range, regardless of type and armor. Fenrir can also equip HPMs or microwave weapons and even strut an optical camouflage, replacing conventional stealth technology. These advancements however, are only available on the Leasath Fenrirs.

JAS 39 Gripen C



Special Weapons:

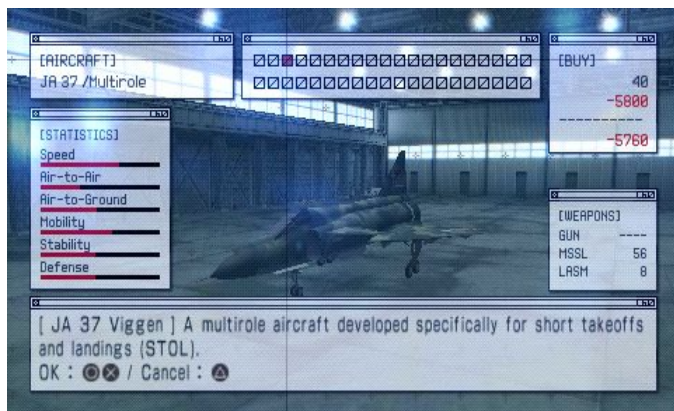
|           |       |
|-----------|-------|
| RCL – 16  | ----  |
| XLAA – 12 | 17100 |
| ECMP – 6  | 17100 |

**Unlock:** Complete Mission 10B

**NOTES:** A great fighter with well-balanced stats essential for its multi-role capabilities.



## JA-37 Viggen



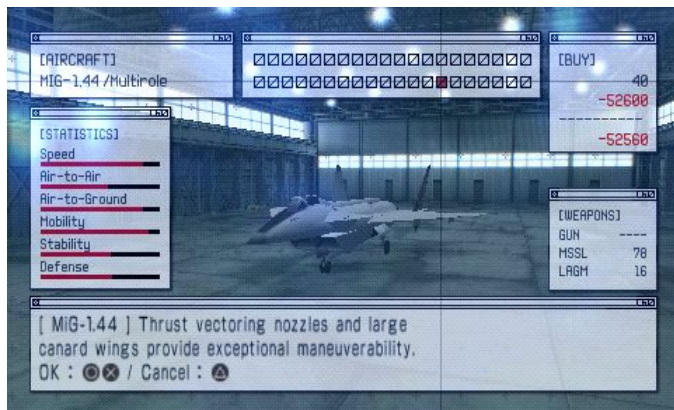
### Special Weapons:

UGB – 12                ----  
XMAA – 14             4100  
XAGM – 16             3900

**Unlock:** Complete mission 02

**NOTES:** A great starting aircraft with excellent weapon loadout and stats.

## MiG-1.44



### Special Weapons:

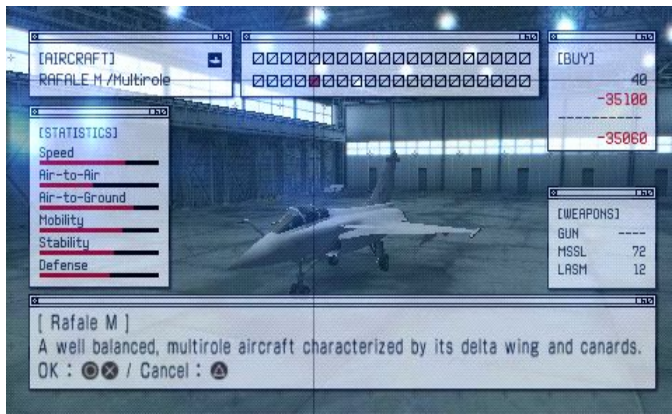
UGBL – 18             ----  
QAAM – 12             21800  
LAGM – 16             23600

**Unlock:** Complete Mission 13B

**NOTES:** Another experimental aircraft in real life, its advanced design contributes to the plane's awesome mobility and speed. It has great stability and defense for high speed bombing runs.



## Rafale M



### Special Weapons:

LASM – 12                    ----  
XMAA – 16                   17400  
SOD – 14                    14900

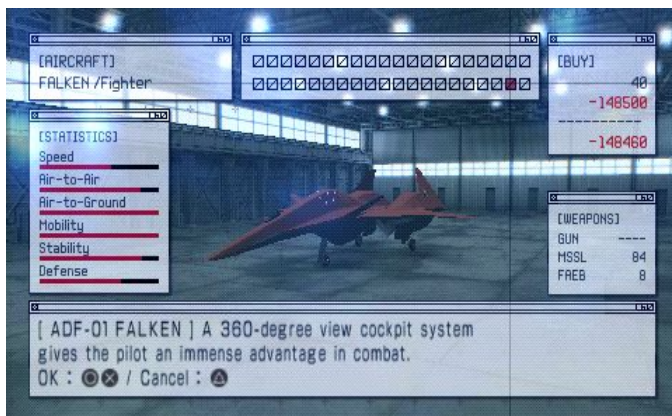
**Unlock:** Complete Mission 10A

**NOTES:** The Rafale M is a good anti-ship plane. It has good stability and speed which can help pilots glide their planes across enemy fleet air barrages. Small and lightweight, the Rafale can also be used as an interceptor.

## EXPERIMENTAL PLANES

There is a special group of special planes that you can customize using any parts you have purchased and unlocked. These planes' statistics will vary from the parts you put in them as well as their performance. Parts can be unlocked by completing missions and shooting down special "star" units.

## ADF-01 FALKEN



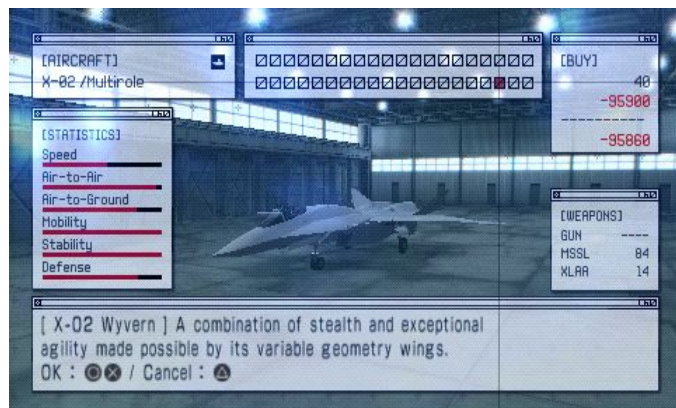
### Special Weapons:

TLS – 14                    ----  
XLAA – 18                   65400  
FAEB – 8                    68200

**Unlock:** Complete Mission SP

**NOTES:** First appeared as a non-playable aircraft in Ace Combat 2, the Falken's unique design has changed a bit over the years. The TLS is a powerful weapon that can cut through anything easily, which can be targeted at air, naval and ground targets.

## X-02 Wyvern



### Special Weapons:

|           |       |
|-----------|-------|
| XLAA – 14 | ----  |
| BDSP – 14 | 40900 |
| XAGM – 16 | 42100 |

**Unlock:** Complete Mission 12B or C, second playthrough

**NOTES:** One of my all-time favorite planes, the Wyvern first appeared in Ace Combat 4. The switchblade wings fold and unfold at different speeds giving the Wyvern extreme maneuverability on any speed.

## XFA-24A Apalis



### Special Weapons:

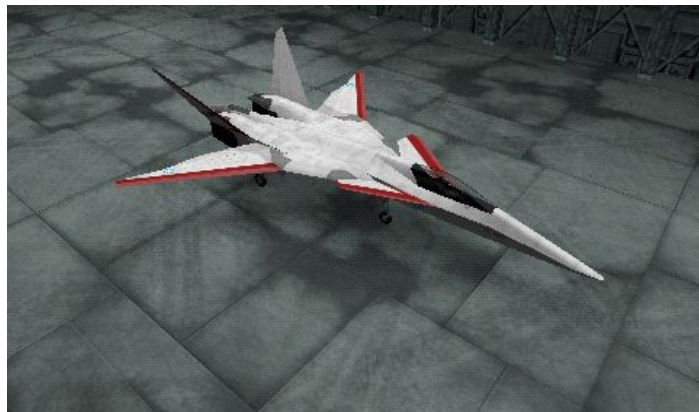
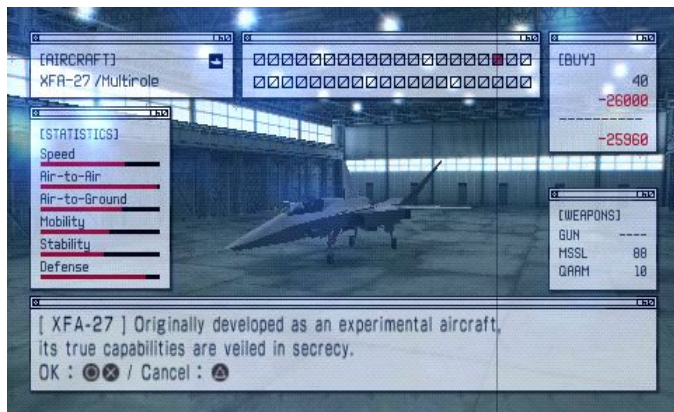
|           |      |
|-----------|------|
| UGB – 16  | ---- |
| XMAA – 14 | 4100 |
| XAGM – 16 | 3900 |

**Unlock:** Complete Mission 03A

**NOTES:** The Apalis is the first experimental aircraft you will acquire in the game. It is a good multirole at the start of the game so make sure to equip some new parts you have acquired. Optimized for air-to-ground strikes, the Apalis' special part further enhances its anti-ground capability.



## XFA-27



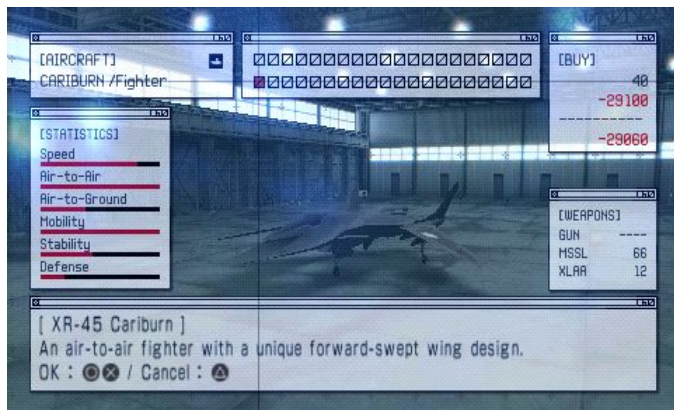
### Special Weapons:

QAAM – 10                ----  
SOD – 12                10700  
ECMP – 6                12100

**Unlock:** Complete Mission 03B

**NOTES:** First appeared in Ace Combat 2, the XFA-27 is the first “super” aircraft with perfect stats and capabilities. This has been trimmed down in ACX. However, since the XFA-27 is customizable, the players have the option to equip a part that will enable its original capability to fire four missiles at a time.

## XR-45 Cariburn



### Special Weapons:

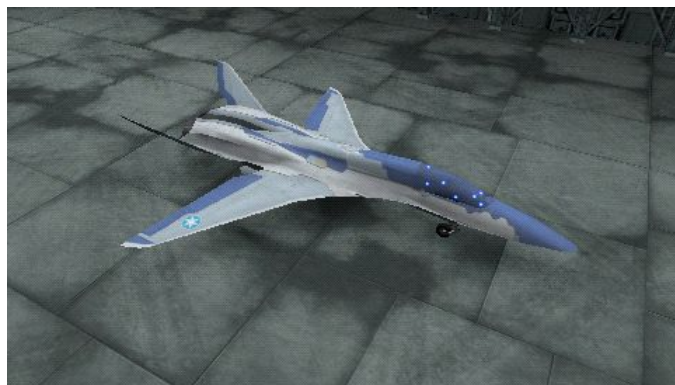
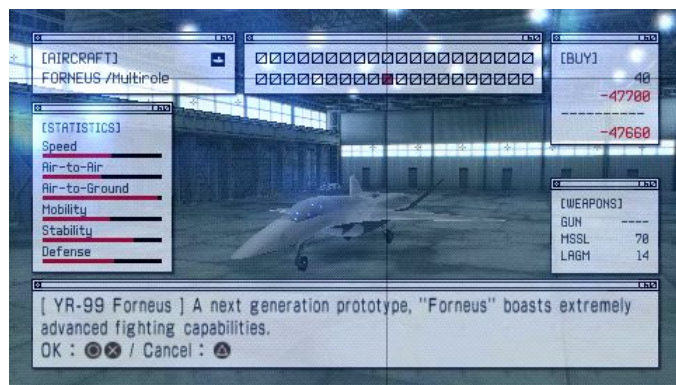
XLAA – 12                ----  
RCL – 14                9300  
QAAM – 10                13100

**Unlock:** Complete Mission 09A

**NOTES:** The Cariburn is a great, cheap and customizable fighter. Its forward swept wings enables it to make hard turns, similar to the the S-32 and SU-47; perfect for tight dogfighting and combat maneuvers.



## YR-99 Forneus



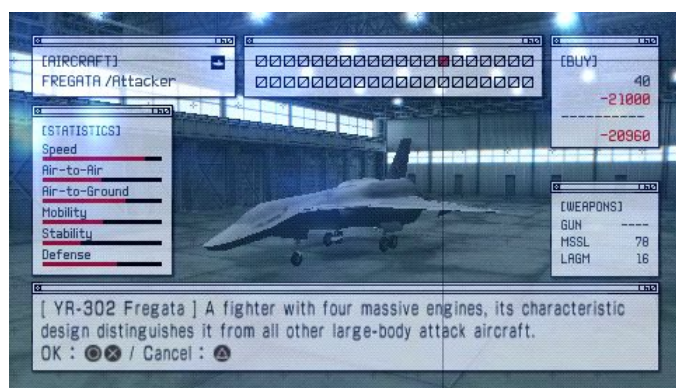
### Special Weapons:

LAGM – 14                ----  
XMAA – 14               22900  
SFFS – 12                19700

**Unlock:** Complete Mission 12A

**NOTES:** Forneus is a great multirole aircraft. Very agile and stable. Its cockpit is similar to the Falken's, which provides the pilot a full 360 ° view around.

## YR-302 "Fregata"



### Special Weapons:

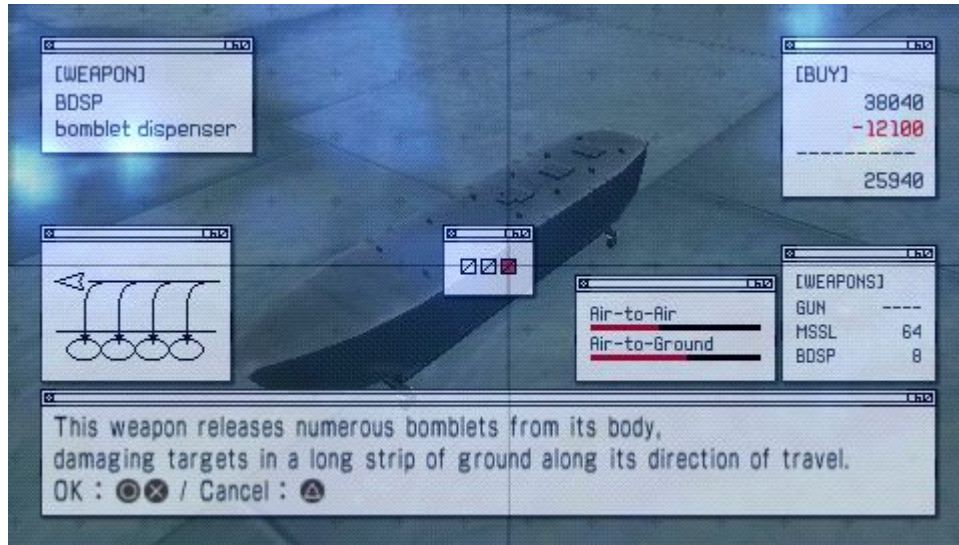
NPB – 19                ----  
LAGM – 16               8700  
FAEB – 8                10800

**Unlock:** Complete Mission 07A

**NOTES:** With its four massive engines and large body, the Fregata will look like flying geese. It is optimized for high speed bombing, which is made possible by the exploding effect of the four engines. The additional weight of the engines in the rear restricts fluent maneuvers of the plane which makes it hard to use against faster enemy interceptors.

# SPECIAL WEAPON LIST

## BDSP (Bomblet Dispenser)

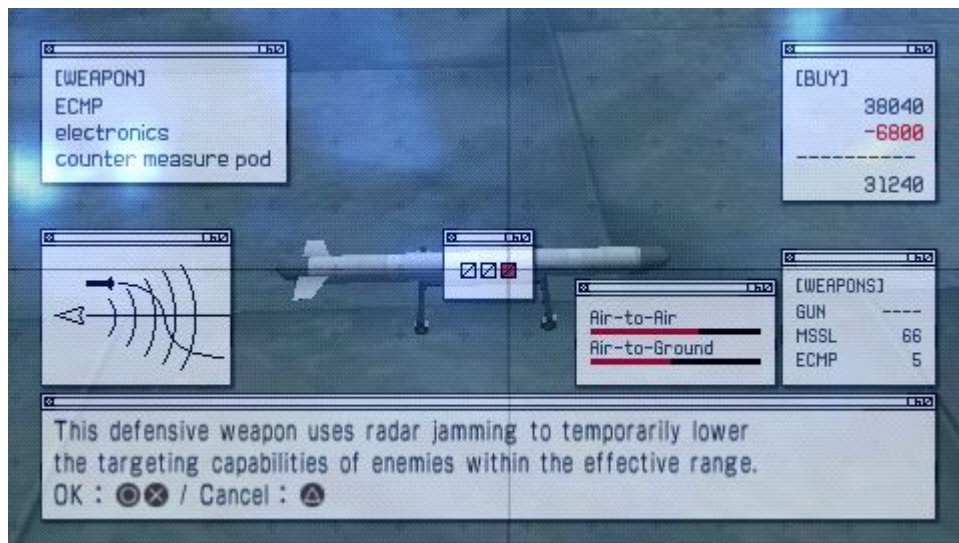


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Straight  
**Damage:** Light-Medium

**Notes:** The BDSP is a very useful weapon against ground targets moving in a straight line. This can be used for heavily concentrated enemy positions but those under its path will be the only destroyed.

**Effectiveness:** 3/5

## ECMP (Electronics Countermeasure Pod)

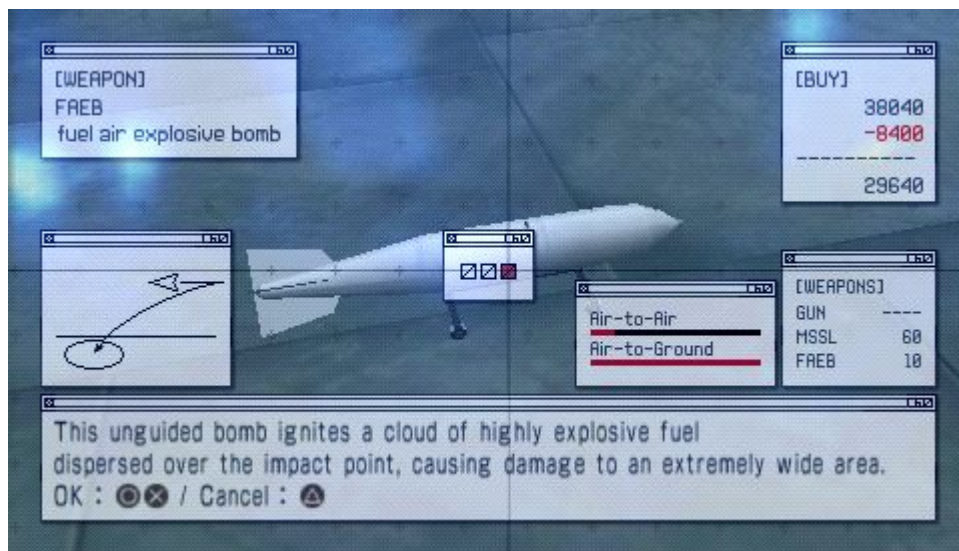


**Air to Air:** YES  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** None  
**Damage:** None

**Notes:** Though this defensive weapon looks like a missile, it is actually attached to the aircraft as auxiliary equipment. Deploying this SP weapon requires proper timing, otherwise it will be ineffective. Use this to disable the tracking capabilities of enemy missiles.

**Effectiveness:** 3/5

### FAEB (Fuel Air Explosive Bomb)



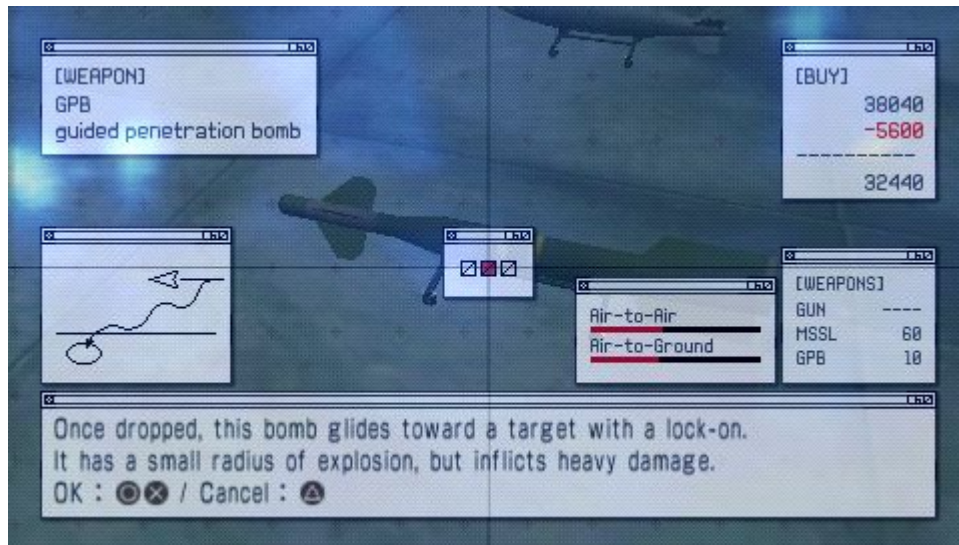
**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Large  
**Damage:** Heavy

**Notes:** Only a handful of planes are capable of carrying out this devastating piece of explosive. The blast radius is really large and when dropped at a sufficient height and angle, this could take out an enemy position.

**Effectiveness:** 5/5



## GPB (Guided Penetration Bomb)



**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Heavy

**Notes:** Known also as the Bunker Buster, this guided bomb locks on the target and glides towards it once released. It is very effective against heavily armored targets such as ships, heavy tanks, fortifications and structures.

**Effectiveness:** 4/5

## LAGM (Long Range Air-to-Ground Missile)

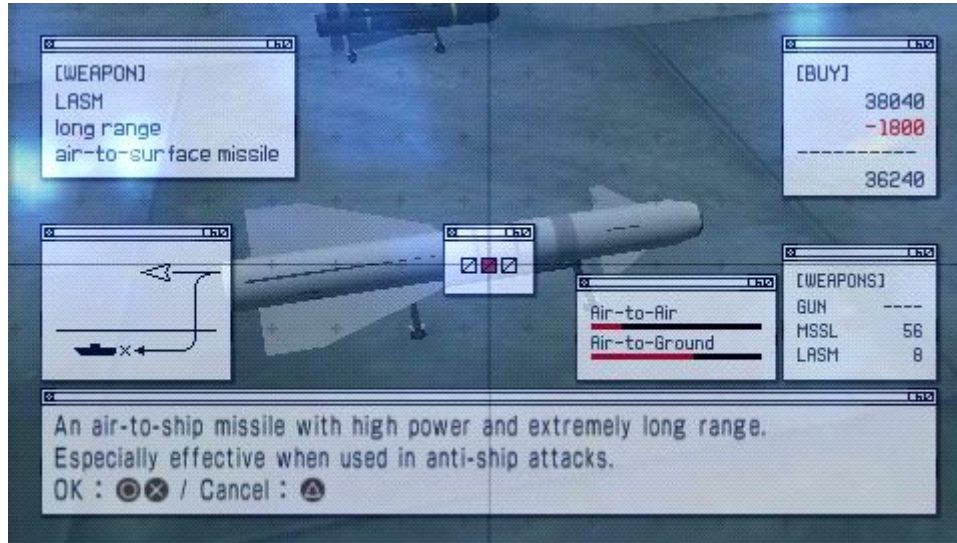


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Average  
**Damage:** Average

**Notes:** Though designed against ships, the LAGM is very effective against clustered ground targets. The medium blast radius is capable of destroying lightly armored targets within the area.

**Effectiveness:** 4/5

### LASM (Long Range Air-to-Surface Missile)

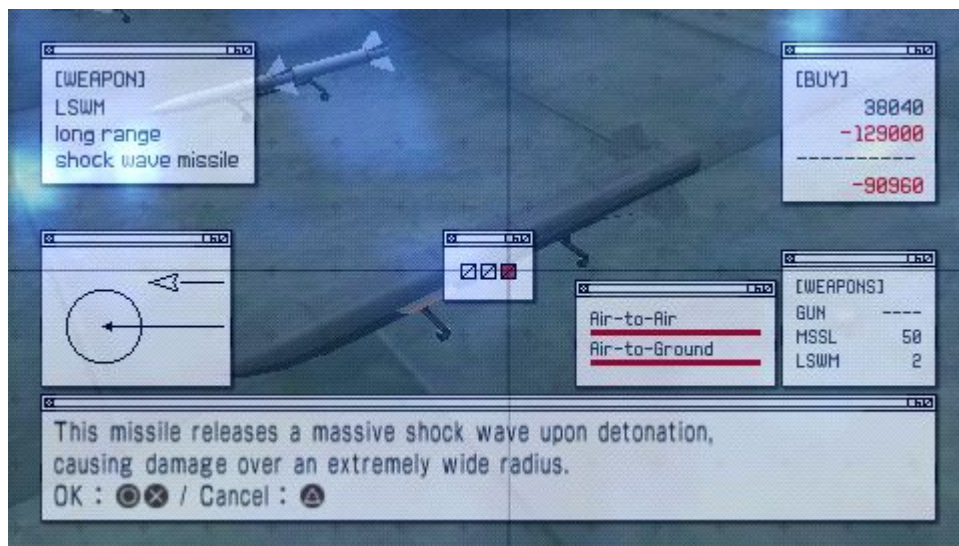


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Heavy

**Notes:** Effective against naval targets, this missile glides down and cruises to its target at low altitudes. Releasing this weapon above the target or with ground obstacles will cause it to miss the target.

**Effectiveness:** 3/5

### LWSM (Long Range Shock Wave Missile)

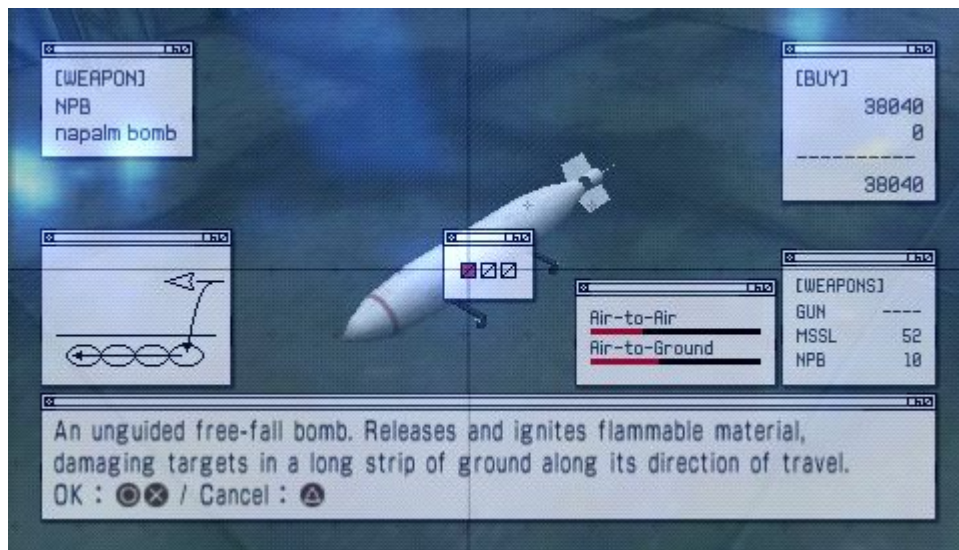


**Air to Air:** YES  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Very Large  
**Damage:** Heavy

**Notes:** Undoubtedly the most powerful and destructive weapon in the game, this weapon releases a massive shockwave upon impact. The damage area is so great that you can wipeout an entire opposition with a well placed target in the middle. Since it only detonates upon impact and you can only use it twice, make sure you have a clean shot first to avoid trashing this weapon of mass destruction.

**Effectiveness:** 5/5

### NPB (Napalm Bomb)



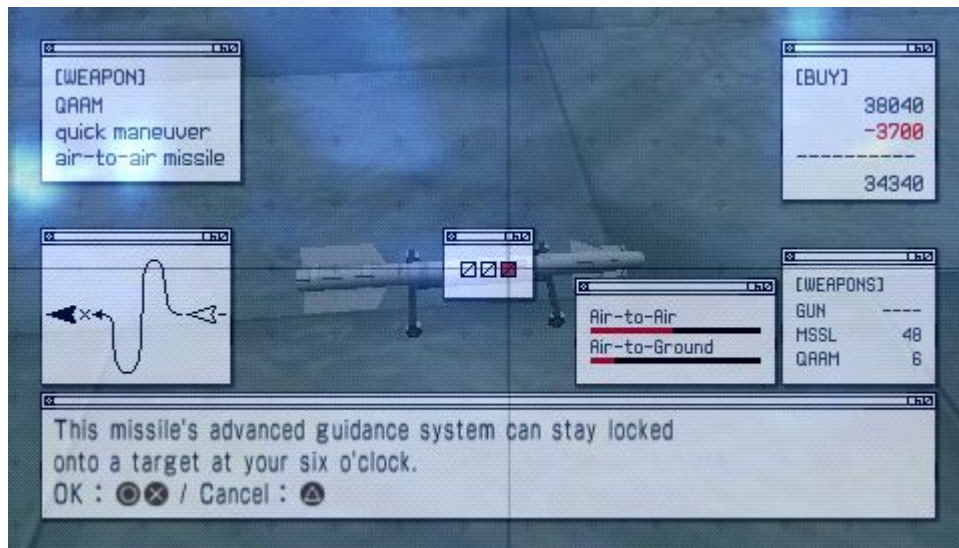
**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Straight  
**Damage:** Light-Medium

**Notes:** One of the weakest weapons in the game and the series, this fiery package can only damage anything on the straight line. Destruction of heavy armored targets is not guaranteed though. Just forget buying this junk and bring in a UGBL.

**Effectiveness:** 1/5



## QAAM (Quick Maneuver Air-to-Air Missile)

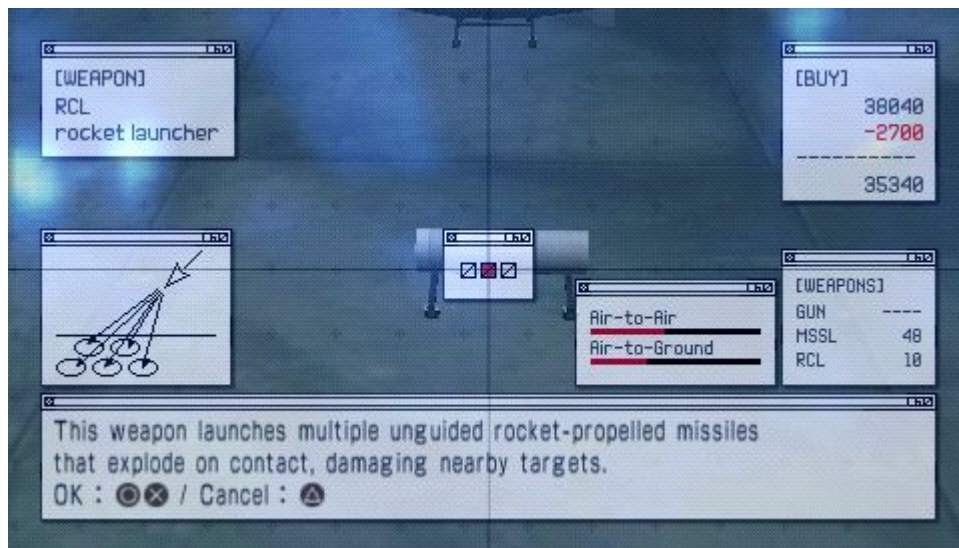


**Air to Air:** YES  
**Air to Ground:** NO  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Medium

**Notes:** This ACX version of the QAAM is trimmed down a lot compared to the "sure-hit, fire-and-forget" version of AC4. It can track down and hit targets on their 2, 4, 8 and 10 o'clock angles. Not to mention it is faster than conventional missiles or anti-air SP weapons.

**Effectiveness:** 4/5

## RCL (Rocket Launcher)



**Air to Air:** YES  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Small  
**Damage:** Light

**Notes:** The RCL is the worst SP weapon in the game. When used, it can only release 6-8 unguided rockets, each one of them not even enough to destroy a light armored target. Another thing is that the rockets are scattered when fired, making them completely useless even against large, steady targets. Avoid buying this at all costs.

**Effectiveness:** 1/5

### SAAM (Semi-active Air-to-Air Missile)

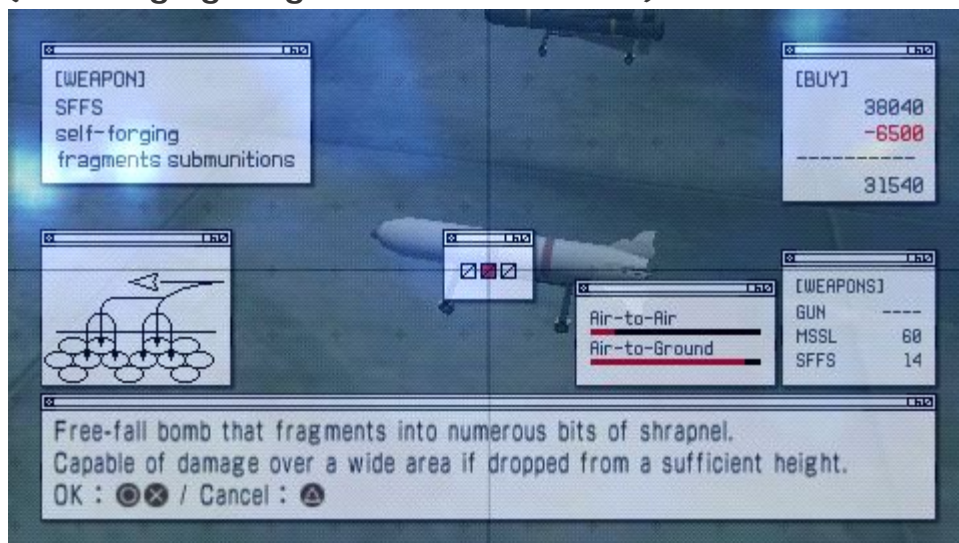


**Air to Air:** YES  
**Air to Ground:** NO  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Medium

**Notes:** Once released, it is guaranteed to hit the target –as long as you keep the target within your targeting circle.

**Effectiveness:** 3/5

### SFFS (Self-Forging Fragments Submunitions)

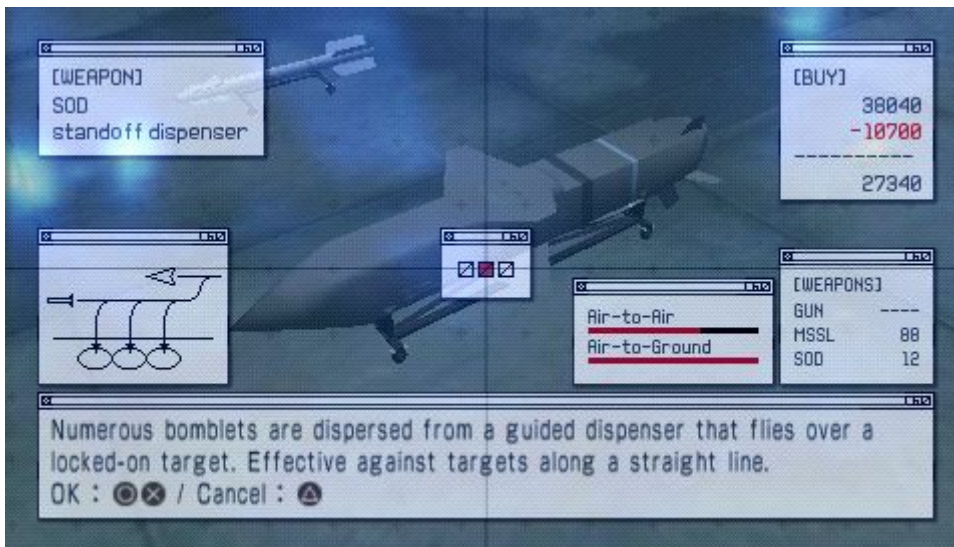


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** small-large  
**Damage:** light-medium

**Notes:** After releasing, this weapon releases a rain of shrapnel at target area. To increase the damage area, the pilot can drop the bomb at a high altitude. Scattering the shrapnel this way will increase the damage radius but will considerably decrease damage compared to a low level, concentrated drop.

**Effectiveness:** 2/5

## SOD (Standoff Dispenser)



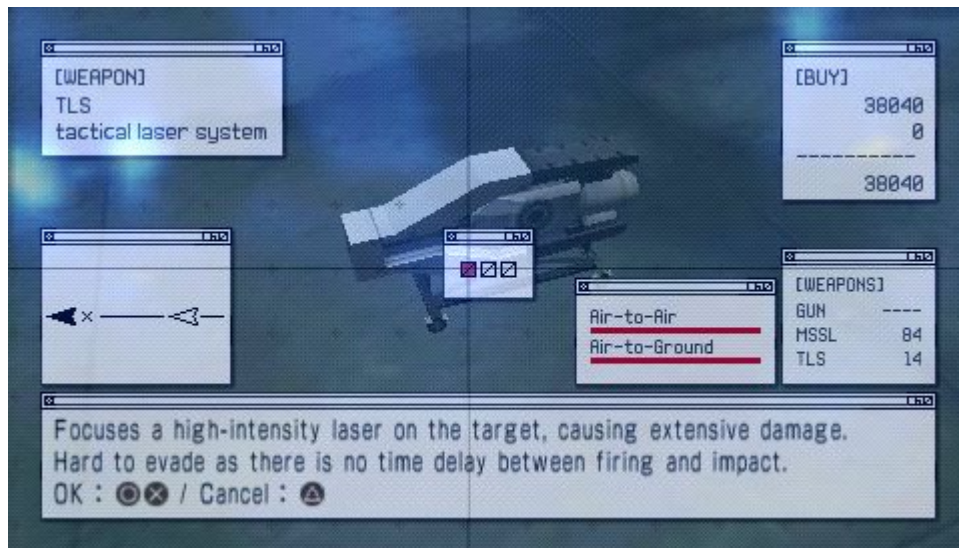
**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES  
**Damage Area:** Straight  
**Damage:** Heavy

**Notes:** A bit more destructive than the BDSP, the SOD glides over the target before releasing its bomblets. As the description goes, it is effective against targets in a straight line.

**Effectiveness:** 3/5



## TLS (Tactical Laser System)

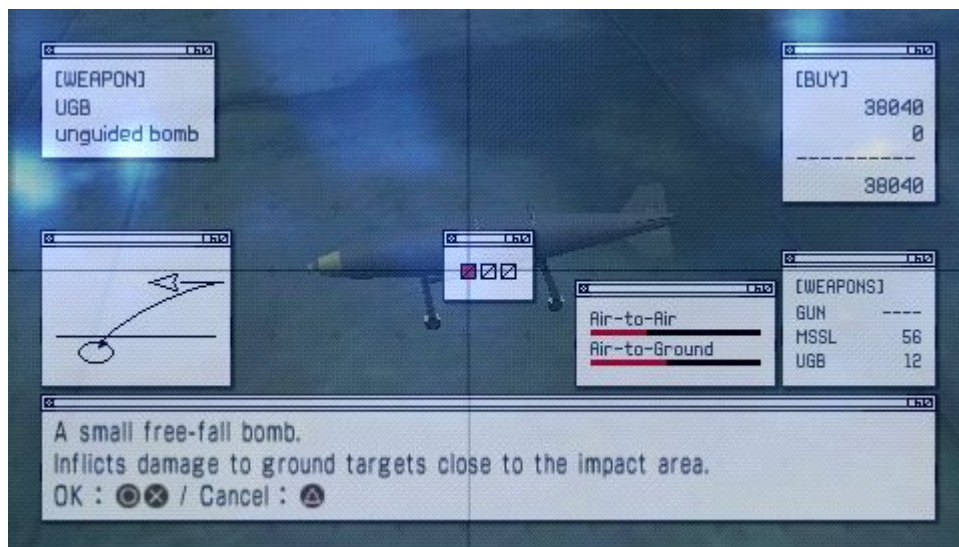


**Air to Air:** YES  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Small  
**Damage:** Heavy

**Notes:** Exclusive only to the Falken, this advanced weapons system is capable of destroying any target, regardless of armor. And since there is no delay between firing and impact on the target, the laser is almost impossible to avoid.

**Effectiveness:** 5/5

## UGB (Unguided Bomb)

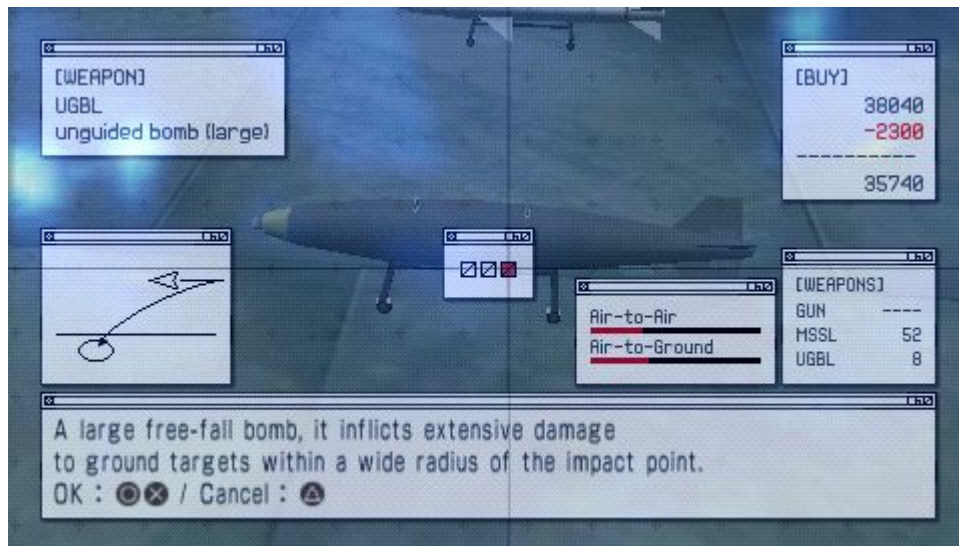


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Medium  
**Damage:** Medium

**Notes:** Just your average conventional bomb.

**Effectiveness:** 3/5

### UGBL (Unguided Bomb [Large])

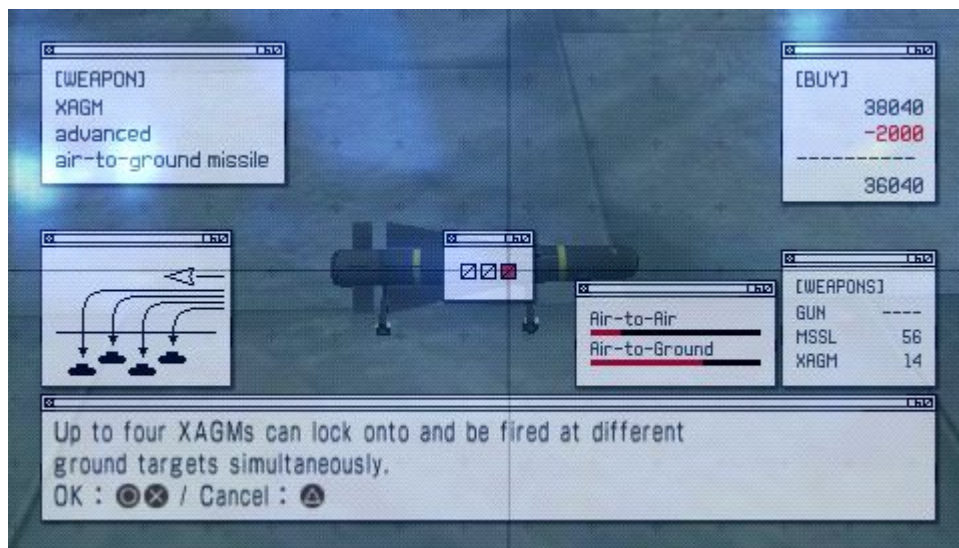


**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** NO  
**Damage Area:** Large  
**Damage:** Heavy

**Notes:** Similar to the UGB but with larger blast radius and heavier damage.

**Effectiveness:** 4/5

### XAGM (Advanced Air-to-Ground Missile)



**Air to Air:** NO  
**Air to Ground:** YES  
**Tracking:** YES

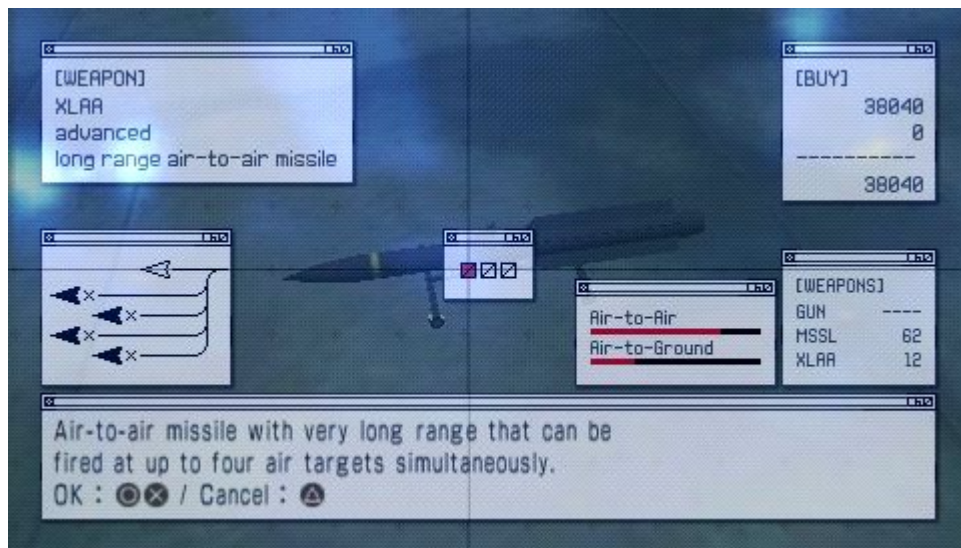


**Damage Area:** Small  
**Damage:** Medium

**Notes:** Multi-lock targeting allows pilots to lock-on and destroy up to four targets at a time. These missiles are highly accurate since they always land on the target from above.

**Effectiveness:** 4/5

### XLAA (Advanced Long Range Air-to-Air Missile)

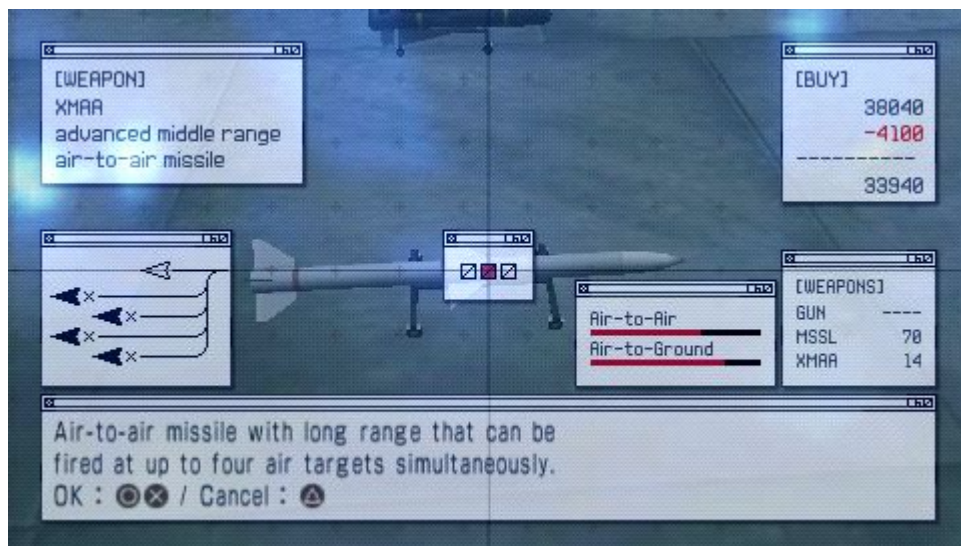


**Air to Air:** YES  
**Air to Ground:** NO  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Medium

**Notes:** Great for sniping out long range targets, it allows you to multi-lock up to four targets. Slower compared to conventional missiles, it is recommended to fire these pencils on the enemy's six or twelve.

**Effectiveness:** 4/5

### XMAA (Advanced Middle Range Air-to-air Missile)





**Air to Air:** YES  
**Air to Ground:** NO  
**Tracking:** YES  
**Damage Area:** Small  
**Damage:** Medium

**Notes:** Mid-range and multi-lock allows pilots to snipe incoming enemy formations at a favorable distance.

**Effectiveness:** 4/5

## Index of Parts

Below are the parts I have acquired on my playthrough so far. Refer to the legend to know what info I am still missing. Some parts may be available only in Multiplayer and so far, I don't know any other players that can play ACX in my area.

If you are willing to share some info I am missing, please email me so that I can update my faq as soon as possible. Your name will appear on my credits section as well. It is greatly appreciated.

Legend:

----- = Not Acquired  
 ++ = Acquired but not noted from what mission

| <b>Engine:</b> | <b>Wing:</b>   | <b>Armor:</b>   | <b>Weapon:</b>   |
|----------------|----------------|-----------------|------------------|
| Turbo          | Adv Trimtab    | Scale Armor     | Destructive MSSL |
| Light          | Extra Airbrake | CFRP Conversion | KEPS             |
| Adv Turbo      | Extra Ladder   | Ceramic Armor   | Long Range Gun   |
| Caudal         | Air Gripper    | RAM Coat        | Extra Hard Point |
| Minotaur       | Extra V Canard | Beetle Armor    | Extra Ammo       |
| Bullet         | Extra Elron    | -----           | Enhanced SHM++   |
| -----          | Extra Canard   | Titanium Armor  | Tracker MSSL     |
| Scramjet       | Thornback Fin  | Light Armor     | Scarface MBS     |
| Hydra          | Sylph Wing     | Adv Titanium    | Long Range MSSL  |
| Mercury        | Adv Actuator++ | Diffusion Coat  | Laser Extender   |
| C-Cycle ++     | -----          | TiAl Armor      | Destructive Bomb |
| -----          | -----          | -----           | -----            |

**Weapon:**  
 Emergency APS  
 Raven  
 Terra Hammer  
 Hawk Eye  
 AMFD  
 Tracer  
 AAM Jammer  
 Fenrir ECMS  
 Earth Shaker  
 Sniper OS  
 Argus++  
 -----